

FINAL FANTASY TACTICS[®]

Grimoire of the Rift[™]

A2

COVERS NINTENDO DS[™]

BASED ON A GAME
RATED BY THE
ESRB



SQUARE ENIX[™]

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FINAL FANTASY TACTICS *A2*

Grimoire of the Rift™

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LUSO CLEMENS ISN'T THE BEST STUDENT IN HIS CLASS,

BUT WHEN HIS TEACHER TRIES TO TEACH HIM A LESSON BY SENDING HIM TO CLEAN THE SCHOOL'S LIBRARY, LUSO INSTEAD FINDS HIS WAY INTO THE MAGICKAL WORLD OF IVALICE. NOW, HE IS LEARNING LESSONS OF A DIFFERENT SORT. WITH HIS NEWFOUND FRIENDS THIS WAYWARD STUDENT EXPLORES IVALICE, FORGING FRIENDSHIPS, ENCOUNTERING ENEMIES, AND FACING THE STRANGE CREATURES THAT ROAM THIS LAND. HE MAY HAVE NOT BEEN AN IDEAL STUDENT BEFORE, BUT HERE HE SWIFTLY LEARNS THE SKILLS HE NEEDS TO FACE THE CHALLENGES OF THIS WORLD AND MAYBE, JUST MAYBE, FIND A WAY BACK HOME.



Welcome to the official strategy guide for FINAL FANTASY TACTICS® A2: Grimoire of the Rift™. Whether you are a new player or a devoted fan of other FINAL FANTASY games, within these pages we've included everything you need to make your way across Ivalice. Some of what you find here includes information on the myriad of character jobs, races, and items to be found in the game. We've also included a comprehensive bestiary to acquaint you with the interesting, and sometimes terrible, creatures that populate this land. Every quest is listed in an easily accessible format so you can quickly find what you need.

Ivalice is packed full of interesting characters, creatures, and events. Let this serve as your travel guide as you explore this magickal land.

TOWNS

THE PUB

All major cities have a pub, a place for social activity and spirits. The pub acts as a central hub for clans, who use the personalities present to gain information about available quests and happenings in Ivalice. The main point of interest here, quests, requires gil and specific clan talents to accept, but once completed, offers various rewards in the form of Loot, Ability Points, and Clan Points. Ambition and hard work are prerequisites for success, so make the most of battle and accept as many quests as possible.



PUB MENU

Notices: Bills and other postings containing general information about current events. Completed quests often affect the articles posted here.

Quest Roster: The quests available for procurement. The **Rank** column indicates the quest difficulty, while **Days** indicates the amount of days you have to complete the quest. **Fee** shows the amount of gil needed to accept the quest.

Current Quests: The quests you are currently tackling. No more than 15 quests can be accepted at one time. The yellow chocobo icon indicates whether or not you've used a dispatch to complete the quest.

Clan Trials: Trials act as special tests for your clan. Completing these trials obtains new clan abilities and a title. Refer to the clan trials section of this guide for more details.

Rumors: Various postings from townsfolk offering advice. Rumors act as tips for everything from battle strategy to obtaining new clan members.

DISPATCH



Confirming Dispatch Party



Some quests can be handled without direct involvement. This is done by using the dispatch command, which sends clan members to complete a quest without your involvement. Though no experience is earned for completing a quest in this manner, Ability Points and Clan Points are still earned as normal. Use dispatches to tackle multiple quests at a time without having to enter direct battles.

Each quest allows for a specific number of dispatched units. If the original quest is a battle, the units dispatched must be strong enough to defeat the enemy party. Additionally, some quests require a "Recommended Job", which usually must be included in your dispatch party for the quest to be successfully completed. Read over each quest's recommendations for deployment tips.

THE SHOP



Gil earned through quests can be spent at local shops, which carry equipment and other items usable in combat. Any items you don't need can also be sold here for half of the original buying price. Use the fitting room to try things out before purchasing them, and be sure to visit the bazaar to add more purchasable items.

THE BAZAAR

New shop items become available by placing loot on the bazaar. Each item that can be found on the bazaar has a grade category that signifies its rarity ("A" being the rarest, while "E" is common). When the Loot needed to open up an item for sale in the shop is available, a yellow dot appears within a grade category. The item's name cannot be viewed before the loot is sent to the bazaar; however, we've included a complete list of the items contained within each category. Use this list in combination with the Loot Item data to find the items you want to make available.



BAZAAR LIST

CATEGORY	A	B	C	D	E
Hurdy's Request	Shining Lute	Brilliant Theorbo	-	-	-
Bronze Armor	-	-	-	-	Bronze Armor
Apprentice Weapons	-	-	-	-	Broadsword
Silver-sheened Armor	-	Platinum Armor	Platinum Shield	Platinum Helm	-
Formidable Flora	Mandragora	-	Onion Sword	-	-
Smallswords	-	Jambiya	Zwillblade, Cinquedeo	Kris	Scramasax, Kond
Colossal Sword	-	-	-	-	Samson Sword
Thunder's Cry	-	-	Vajra	Gae Bolg	Atomos Blade
Storm-forged Armaments	-	Thor Rod	Thunder Robe	Thunder Rod	-
Mark of the Goddess	-	Minerva Bustier	Artemis Bow	Save the Queen	-
Time-tested Rods	Bomb Arm	Lilith Rod	-	Force Rod	-
Gilt Accessories	-	Golden Skullcap	Golden Amulet	Gold Hairpin	-
Sundry Sabers	Talwar	Mongonese Saber	Harpe	Jambiya	-
Heavy Maces	Scorpion Tail	Morning Star	Druid Mace	Energy Mace	-
Sharp-edged Katana	Rogetsu-denbu	Adazakura, Bakura	Kotetsu, Kiku-ichimonji, Nasada	Ashura, Osafune	Kunai
Gilt Armor	-	Golden Axe	-	Golden Armor	-
Pugilist's Gear	-	Tiger Fangs	Power Sash	Jujitsu Gi	Headband
Survival Set	-	Survivor	Survival Vest	Green Beret	Jackknife
Battle-hardened Armor	Templar Cloth	Rubber Suit	Wygar	Brigandine	Chainmail
Flower of the Sun	Tournesol	-	-	-	-
Silver Death	-	Samite Coat	Silver Cannon, Silver Rapier	Silver Bow	Silver Sword
Rimebound Gear	-	White Fangs	Ice Shield	Icebrand	Ice Lance
Steel of Living Flame	Soulsaber	-	-	Flametongue, Lava Spear	Venus Blade, Scarlett
Arms of the Firelord	-	Flame Shield, Lotus Mace	Flame Rod, Blaze Robe	Firewheel Rod	-
Flash of Dawn	-	-	-	Rising Sun	Sun Blade
Sign of the Guardian	-	Crown Scepter	Fortune Ring	Defender	Staff of Protection, Armguards
Astrologer's Aid	-	Empyrean Armband	Stardust Rod	-	-
Night's Embrace	Heretic Rod	Death Claws	Bone Plate	Black Quena	Apocalypse
Tempting Fate	Diabolique	-	Blood Sword	Hades Bow	-
Battle-tested Swords	-	Arch Sword	Lohengrin	Ragnarok	Lionheart
Seal of the Templar	-	Templar Shield	Maximilian	-	-
Uncommon Swords	-	Restorer	-	Burglar Sword	Buster Sword
Lethal Blades	-	Ebon Blade	Paraiba Blade	Pearl Blade, Ogun Blade	Sweep Blade
The Drowned	-	-	Spring Staff	Aqua Saber	Murasame
Turquoise Trappings	-	Grass Flute	-	-	Blue Saber
Sacred Arms	Zanmato	Heal Chime, Ama-no-murakumo	Godhand, Vitanova	-	-

BAZAAR LIST CONTINUED

CATEGORY	A	B	C	D	E
Pride of the Templar	The Fallen Angel	-	Excalibur	-	-
Rust-stained Guns	-	Lonbarrel, Outsider, Peacemaker	Chaos Rifle, Giot Gun	Riot Gun, Lost Gun	Aiot Gun
Gift of Stone	-	-	Diamond Armor	Diamond Helm	Diamond Sword
Rust-stained Helms	-	Hanya Mask, Giant's Helmet	-	Close Helmet	Barbut
Light Blades	Tonberion	-	Orichalcum Dirk	Khukuri	Rondel
Ornamented Blades	-	-	Joyneuse, Mage Masher	Fleuret	Stinger
Forgotten Firearms	Rocket Punch	Dromaeo, Guang Cannon	Brevis, Massive Bazooka	Ligatur, Diklum, Supernal Ray	Omnis Cannon
Iron Armor	-	-	-	Iron Armor	Iron Helm
Whetted Axes	-	Greataxe, Francisca	Slasher, Hammerhead	Roadaxe	-
Battle-tested Bracers	Bone Armlets	Gauntlets	Bracers	-	-
Soot-stained Shields	Reverie Shield	Sword of the Four	Chocobo Shield	Aegis Shield	Round Shield
Ornamented Spears	Dragon Whisker	Trident	Kain's Lance	Partisan	Javelin
Shattered Claws	-	Cat Claws	-	Dream Claws	-
Unyielding Strength	Adamant Armor	Adamant Blade	-	Adamant Vest	-
Battle Gear	-	-	-	Battle Bamboo	Battle Boots
Grime-stained Gloves	Gleiburst	Magic Hands	Kaiser Knuckles	Poison Knuckles	Metal Knuckles
Heavy Swords	Estrella	Rhomphaia	Beastsword, Claymore	Stribog, El-Cid	Falchion, Predator
Power Within	Judicer's Coat	-	Colichemarde	-	-
Blood-red Gem	-	-	Ruby Earring	-	-
Vermillion Vestments	Red Ayvuir	Red Robe	Red Shoes	-	-
Arms of the Ice Lord	-	-	Chill Rod	Flurry Robe	Sleet Rod
Mirrored Gear	-	Mirage Vest	Mirror Mail	Épée-prisme	-
Voice of the Wind	Windsong Rapier	-	Gale Sword	Air Blade, Djinn Flyssa	Windslash Bow
Work of the Master	-	Masamune	-	-	-
Crystal Gear	Materia Blade	Materia Armor	-	-	-
Black-stained Armor	-	Dragon Mail	Carabineer Mail	Platemail	-
Solid Hammers	-	Mjolnir	Sledgehammer	War Hammer	Iron Hammer
Sage's Bequest	Sage's Robe	Staff of the Magi	Sage Crosier	-	-
Mystic Arms	Angel Ring	-	Staff of Blessings	-	-
Fencing Foils	Femme Fatale	Madu	Guphi Ago	Flamberge	Estoc
Uncommon Poles	-	Ivory Pole, Eight-fluted Pole	Esztam Baton, Gokuu Pole	Zephyr Pole, Iron Pole	Cypress Pole, Sanjiegun
Swords of Destruction	-	-	Luabreaker	Swordbreaker	Hardedge
Heavy Bows	Max's Oathbow	Gastrophetes	Master Bow	Twin Bow	-
Greatswords	Master Sword	Vigilante	Zweihander, Ogrenix	Dagriohm, Ancient Sword	Barong, Xankbras
Ill-tuned Instruments	-	Frigid Viol	-	Glass Bell, War Trumpet	Demon Bell
Grab Bag	-	Persaeus Bow	Saty, Flute, Fanatic	Kwigo Blade, Oblige	Conch Shell, Tonfo
Stealth Set	-	Brigand's Gloves, Ninja Tabi	Ninja Garb, Black Gear	-	Jackknife
Exotic Armor	Genji Armor	Genji Shield	Genji Gloves, Genji Helm	-	-
Dog-eared Cards	Joker	Two of Clubs, Six of Diamonds	Queen of Clubs, Jack of Diamonds, Ace of Spades, King of Hearts	Eight of Hearts	Four of Spades
Trendy Clothes	Brint Frock, Galmio Frock	-	-	-	-
Bauble	-	Scarab Charm	-	-	-
Black Vestments	-	Black Hat	Black Robe	-	-
Bulky Robes	Lordly Robe	Luminous Robe	-	Chameleon Robe	Silken Robe
Faded Caps	-	Tiara	Thief's Cap	Wizard's Hat	Circlet
Roadworn Boots	Gaius Caligae	Germinas Boots	Sprint Shoes	Spiked Boots	-
Feathered Boots	Galmio Shoes	-	Feathered Boots	-	-
Threadbare Clothes	Ever Robe	-	-	-	-
Ounce of Prevention	-	Orb of Minwu	-	-	-
Cursed Armor	Ensanguined Shield	Reaper's Robe	-	-	-
White Vestments	Last Letter	White Hat	White Robe	-	-
Faerie Set	Faerie Shoes	Faerie Harp	-	-	-
Magicked Protectives	-	Magick Robe	Magick Ring	-	Magus Robe
Battle-hardened Staves	Cheer Staff	-	-	-	-
Malodorous Bow	Malbow	-	-	-	-
Moldy Tomes	Edaroya Scriptures	Tome of Ending	Enavia Chronicles, Veil of Wiyu	Urutan Annals, The Arnath Glyphs	Battle Folio, Mage Manual
Maelstrom's Might	-	-	Nike Bow	-	Judicer's Staff
Hair Adornments	-	Barette	Cochusha	-	-
Ornamented Bows	Crescent Bow	Yaichi Bow, Target Bow	Nail Bow	Thorn Bow	Longbow, Carbon Bow
Hallowed Arms	Zeus Mace	-	Life Crosier	Healing Staff, Cleansing Staff	-
Cracked Staves	Nirvana	Pomogranate Staff	Serpent Staff	-	-
Strength of Earth	-	Arbalest	Gaia Gear	Terre Rod	Huntsman's Bow
Greatbows	Seventh Heaven	-	Marduk	Hunting Bow, Elfin Bow	Cranequin

AUCTION HOUSE

At the end of the year, every region in Ivalice holds an Auction, selling off ownership of every region to the highest bidding clan. The clan that wins a region gains the benefit of popularity and reduced prices within native shops. This makes auctions an important occasion for Clan Gully, who can reap the benefits of fame through additional side quests and recruitment offers.

Auctions are entered at any town. To compete for a specific area, you must enter the auction from a town within that region. A number of areas are present within each region, and a contest for each must be won to obtain them all. If every region is won, you are awarded the title of Region Champ, meaning the region is permanently yours.



AUCTION NOTES

- The markers on the auction timeline indicate bidding rounds. You can only place one bid per round.
- The current region champ automatically starts with a 1 coin bid at round 1. They are also the automatic winner if they ever tie with another clan.
- If 30 or more coins are used in an auction by a specific clan, that clan automatically wins the auction.
- The clan with the highest bid wins the auction.
- If all of the areas in a region are won by a single clan, that clan becomes region champ. Region champs gain a 20% discount from shops within the region. Side quests also appear much more frequently in that region.

AUCTION FLOW

Step 1: Preparation

As the competition starts, you are given the choice to pass or participate in an auction for a specific area. Once you've chosen to participate, the coin and rival screen appears which indicates the current coin stock for each clan. Take note of your rivals' assets then move on to the next screen.



Step 2: Compete

Your objective is to take the bidding lead by placing coins each round that either match or surpass your enemy's bids. Different coins are placed with the corresponding button inputs shown in the clan coin screen (Y = 1 coin, B = 2 coin, A = 3 coin, and X = 5 coin). The clan with the biggest coin lead at the end of the auction wins.



Step 3: Obtain Rewards

Obtaining an outstanding record earns bonuses that can be used in future auctions (see info about record rewards). The auction winners are then announced, crowning the lead with ownership of an area or region.



RIVAL BETTING "TELLS"

Rival clans often telegraph their bidding habits through the poses they make during an auction. This allows you to play conservatively and only place coins that barely surpass your opponents' current bids. The following data illustrates the type of poses you may see during an auction and what bidding plays they represent.

BONUSES

Several numbered markers are placed on the timeline during an auction. These numbers indicate a bonus point. If you have the placement rank of the bonus number listed for that round, a 5 coin reward is given to you once the round ends. Bonus points are extremely helpful for obtaining powerful 5 coin stacks for no cost, but you shouldn't always be driven to obtain them. 1st place bonuses that come at the end of the auction, or lower-place bonuses that come near the beginning of bidding are the best times to go for a bonus. As you may have guessed, it's never worth going for the final bonus if its ranking is below 1st place.



- Your rival shakes his or her head when passing, letting you know they are going to play no coins.
- When your rival is going to play 1 coin they get very pushy, trying to make it seem as though they are going to bid more than they are.
- When they are going to play two coins your rival walks back and forth, as if they are unsure of how much to play.
- When your rival is going to play 3 coins, they strike a defensive posture, waiting to see what you will do.
- Your rival lets out a cry when playing 5 coins, certain of their bid.
- Not all rivals have a "tell" though; some can be quite secretive. Keeping an eye out for these poses can be very useful, but watch out for rivals who keep their intentions to themselves.

AUCTION DATA

Every region has a different set of starting coin amounts and bonus rules. We've included a table that goes over the various attributes for each auction and where they're found.

Data Explanation

Target Area: The name of the area up for bid

Default Tokens: The amount of tokens you start the auction with for having visited the area in question.

Original Champ: The clan in control of the area the first time you participate in the auction

Time: The number of seconds in between bids

of Rounds: The amount of times bidding occurs during the auction.

Bonuses: The bonus markers present within the auction. Both the round the marker is located on, and the ranking needed to get the bonus is shown.

AUCTION DATA

TARGET AREA	1C	2C	3C	ORIGINAL CHAMP	TIME	# OF ROUNDS	BONUSES
Camoa	2	2	2	Camoa Braves	30s	6 rounds	None
	2	1	1	Yellow Wings	15s	4 rounds	Round 2: 1st
	2	2	3	Cingueur	25s	7 rounds	Round 1: 3rd, Round 4: 2nd
Graszton	2	2	2	Graszton Seaways	27s	6 rounds	None
	1	3	2	Komodo Potions	35s	6 rounds	Round 2: 2nd, Round 5: 2nd
	0	1	2	Chita's Weaponers	10s	3 rounds	Round 1: 3rd, Round 2: 2nd, Round 3: 1st
	7	0	0	Zedlei Farms	20s	7 rounds	Round 2: 4th, Round 4: 1st, Round 3: 5th, Round 5: 4th, Round 8: 2nd
	1	2	2	Galleria Jewelers	13s	5 rounds	Round 3: 2nd, Round 5: 4th
Moorabella	2	2	2	Bonga Bugle	10s	6 rounds	Round 4: 3rd
	4	3	1	The Iron Stomach	22s	8 rounds	None

TARGET AREA	1C	2C	3C	ORIGINAL CHAMP	TIME	# OF ROUNDS	BONUSES
Fluorgis	2	2	2	The Jytras Group	17s	7 rounds	Round 4: 4th, Round 2: 1st, Round 3: 2nd, Round 4: 5th, Round 7: 3rd
Tramdine Fens	2	2	2	Jytras Mercantile	9s	6 rounds	Round 1: 5th, Round 7: 1st
Sant D'alsa Bluff	2	2	2	Jytras Mercantile	17s	7 rounds	Round 4: 2nd
Nazan Mines	2	2	2	Jytras Pirata	6s	6 rounds	Round 1: 4th, Round 3: 4th, Round 1: 3rd, Round 2: 2nd, Round 3: 3rd, Round 4: 1st, Round 5: 3rd, Round 1: 5th, Round 5: 3rd
Goug	1	1	0	The Jytras Group	12s	4 rounds	Round 3: 2nd
Aisenfield	0	1	1	Jytras Pirata	6s	6 rounds	
Kthili Sands	1	0	1	Jytras Pirata	22s	8 rounds	
The Neslowe Passage	0	0	0	Jytras Mercantile	13s	8 rounds	

RIVAL CLANS

The rival clans competing for territory have different attributes during an auction. Knowing these attributes gives you an edge when attempting to conservatively out-bid certain clans. Refer to the following rival clan data table before you enter an auction.

Data Explanation

Clan Name: The name of the clan

Secrecy: The clan's "Secrecy Ranking", i.e., how often they show their tells. A ranking of "A" means that the clan never shows tells. A ranking of "E" means that they always do.

Characteristics: General bidding patterns of each clan.

RIVAL CLANS

CLAN NAME	SECURITY	CHARACTERISTICS
Mr. Star	A	Tries to overtake Clan Gully
House Eden	D	Passes often
Air Bandits	D	Exhausts resources in early auctions
The Camoa Braves	E	Exhausts resources bidding on Camoa
Galma Pepe	C	Exhausts resources bidding on Fluorgis
Galleria Jewelers	D	Exhausts resources bidding on The Galleria Deep
Yellow Wings	E	Makes only low bids
Kthili Surveyors	A	Exhausts resources bidding on Kthili Sands
Graszton Seaways	D	Exhausts resources bidding on Graszton
Grit's Caravan	D	Passes often
Culinary Crusade	C	Exhausts resources bidding on Moorabella
The Bonga Bugle	D	May pass or bids
Goug Consortium	D	Exhausts resources bidding on Goug
Komodo Potions	D	Makes only low bids
Cingueur	A	May pass or make high-point bids
Zedlei Farms	C	Exhausts resources bidding on Zedlei Forest
Team Grogono	D	Makes only low bids
Chita's Weaponers	D	May pass or make high-point bids
Duelhorn	B	Bids fiercely on all areas
Domis Streeteers	D	Makes only low bids
Ny Mau Nobles	E	Exhausts resources bidding on The Rupie Mountains
House Bowen	D	Passes often
Pub Association	B	Bids fiercely on all areas
Bangaa Brotherhood	E	Exhausts resources bidding on The Rupie Mountains
House Prost	A	Bids fiercely on all areas
House Minymum	D	Makes only low bids
Maagie Porters	D	Makes only low bids
Naturalist Society	A	Makes only low bids
The Jytras Group	B	Bids fiercely on all areas
Jytras Mercantile	B	Bids fiercely on all areas
Jytras Pirata	B	Bids fiercely on all areas
Prima Donna	D	May pass or make 5-Coin token bids

AUCTION RECORDS

The following table is a list of the record rewards available. Complete the requirements in the center column to receive a gift. Record rewards often give you an edge during auctions, so take the time to earn them.

AUCTION RECORDS

RECORD NAME	REQUIREMENTS FOR RECEIVING GIFT	GIFT RECEIVED
Played	Participate in 20 area auctions	Token Shop becomes available
Bonuses	Receive 20 bonuses	Ribbon
1st	Come in 1st place 5 times	Earn right to receive Region Master title
2nd	Come in 2nd place 5 times	Ether
3rd	Come in 3rd place 5 times	10,000 gil
1-Coin Tokens	Make 10 1-Coin Token bids	Additional 1-Coin token when auction begins
2-Coin Tokens	Make 10 2-Coin Token bids	Additional 2-Coin token when auction begins
3-Coin Tokens	Make 10 3-Coin Token bids	Additional 3-Coin token when auction begins
5-Coin Tokens	Make 10 5-Coin Token bids	Additional 5-Coin token when auction begins
Passes	Pass or make no bids 20 times	200 CP

Token Shop

The Token Shop appears once the "Played" auction record has been earned. Here Clan Points can be used to buy additional tokens before an auction. Use this as a means of allocating resources before the onset of the competition.

TOKEN CP COST

1-Coin Token	5 CP
2-Coin Token	10 CP
3-Coin Token	20 CP
5-Coin Token	70 CP

COMPLETION

Once you've earned the title of region champ, auctions within that area offer item rewards instead of territory. There are four items per area to compete for, and if every item is won, a special grand prize is awarded. These prizes are often equipment that is hard to come by, so it's worth your effort to obtain them. Gain the title of region champ in every region to compete for every possible item!



RACE OVERVIEW

This section introduces the various races that inhabit the land of Ivalice. Each has its own assets and jobs that can be assigned. Use these charts to decide the roles each unit type should take in battle. Pay close attention to the areas that each race excels in to maximize the strength of your clan.

FINDING THE SEEQ AND GRIA

When your adventure first begins, Clan Gully won't have any seeq or gria members. They can only be found by participating in certain side quests where characters try to join your clan. The quests to gain seeq won't appear until you've completed the "Now That's a Fire!" quest, and those for the gria only appear after the "Grounded!" quest. Once completed, the side quests to find either race occur during the month of Emberleaf, so head to places like the Aldanna Range or Fluorgis during that time.

DATA EXPLANATION

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
Soldier	Arts of War	4	2	0	40	18	B	E	D	B	C	E	D
Thief	Thievery	4	3	5	50	15	D	E	B	D	D	D	E
White Mage	White Magick	3	2	0	60	10	D	C	D	E	D	C	C
Black Mage	Black Magick	3	2	0	50	10	E	C	D	E	E	A	A
Archer	Precision	4	2	5	40	10	C	E	C	D	D	E	D
Paladin	Chivalry	4	2	0	30	18	C	D	D	C	A	D	B
Fighter	Pugilism	4	2	0	40	20	D	E	D	A	C	E	E
Parivir	Flair	4	2	5	40	15	C	E	B	A	D	E	E
Ninja	Ninjutsu	4	3	15	50	15	E	D	A	B	E	D	D
Illusionist	Illusion	3	2	0	40	10	E	A	E	E	E	B	C
Blue Mage	Blue Magick	4	2	0	75	15	D	D	D	C	B	C	B
Hunter	Trapping	4	2	5	40	10	D	D	B	C	E	D	C
Seer	High Magick	3	2	0	60	10	D	A	E	E	D	C	A

- JOB:** The name of the job each stat line belongs to. The jobs listed here are the only jobs the specified race can select from.
- ACTION ABILITY:** The base action ability set inherent to the job.
- BASE STATS:** Unit ratings for each job's basic statistics. **Movement** refers to the number of tiles the job can move each turn. **Jump** shows how high the unit can jump. The **Evasion** column shows the percent chance of the unit avoiding a physical attack. **Resilience** shows the chances of the unit avoiding a debuff. Finally, the Unarmed Combat column reveals the job's physical attack power.
- GROWTH RATE:** A general rating of the speed at which the job's stats grow. These values directly affect which stats a character gets when they level up. A letter grade system is used as a general measurement for each stat, **E** being the lowest ranking, while **A** is the highest (**A>B>C>D>E**). The closer the rating is to **A** ranking, the faster it grows with each level up.

HUMES

As the most balanced race in Ivalice, humes can take on a large variety of jobs, from the melee-oriented fighter, to the magick-using black mage. Their well-rounded nature means they can be made to fit any role within your clan much more easily than any other race. It is, however, important that most hume characters use the seer or ninja job at some point, as both Magick Frenzy and Dual Wield are incredibly important abilities that many jobs can use.

RECOMMENDED HUME JOBS



HUME JOB DATA

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
Soldier	Arts of War	4	2	0	40	18	B	E	D	B	C	E	D
Thief	Thievery	4	3	5	50	15	D	E	B	D	D	D	E
White mage	White Magick	3	2	0	60	10	D	C	D	E	D	C	C
Black mage	Black Magick	3	2	0	50	10	E	C	D	E	E	A	A
Archer	Precision	4	2	5	40	10	C	E	C	D	D	E	D
Paladin	Chivalry	4	2	0	30	18	C	D	D	C	A	D	B
Fighter	Pugilism	4	2	0	40	20	D	E	D	A	C	E	E
Parivir	Flair	4	2	5	40	15	C	E	B	A	D	E	E
Ninja	Ninjutsu	4	3	15	50	15	E	D	A	B	E	D	D
Illusionist	Illusion	3	2	0	40	10	E	A	E	E	E	B	C
Blue mage	Blue Magick	4	2	0	75	15	D	D	D	C	B	C	B
Hunter	Trapping	4	2	5	40	10	D	D	B	C	E	D	C
Seer	High Magick	3	2	0	60	10	D	A	E	E	D	C	A

Parivir



With the power to inflict unmatched physical damage in a single turn, parivirs are arguably the hume race's strongest melee job. This is largely due to the four elemental sword techniques they possess that inflict debuffs and double the damage of a normal attack. Quickly learn the Shimmering Blade, Skyfury Blade, Hoarfrost Blade, and Lifethread Blade skills to strike at the heart of your enemy's elemental weaknesses. Equip the black mage's Geomancy skill to further enhance the elemental damage they inflict.

Seer



The seer's unique Magick Frenzy ability allows the user to cast an attack spell followed by a standard attack, a powerful skill that can be used with both magick casting units and physical attackers to boost their damage output drastically. Try pairing the ability with a fighter or illusionist equipped with the ninja's Dual Wield. In the illusionist's case, using Magick Frenzy with a spell like Prominence, which hits every enemy on the field, causes the Dual Wield enhanced follow-up attack to strike every enemy on the field twice.





GENDER: Male
MOVEMENT: Normal

BANGAA

Evolved from reptiles, the bangaas' powerful bodies are covered entirely in scales. As a result, the majority of their jobs lean toward melee fighting, so send them into the fray toward the front of your deployment line. They do have access to two magick-using professions, which are the bishop and trickster jobs, but neither is as useful as their attack-oriented classes. Focus on building up units like the master monk, and be sure to learn the Unscarred ability to use with other bangaa jobs.

RECOMMENDED BANGAA JOBS



JOB DATA

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
Warrior	Arts of War	4	2	0	40	18	A	D	D	B	C	E	E
White monk	Discipline	4	3	5	60	30	D	D	B	B	D	D	E
Dragoon	Dragon Soul	3	3	0	40	18	B	E	B	A	B	E	E
Defender	Warding	3	2	0	30	18	B	E	D	C	A	E	E
Gladiator	Sparring	4	2	0	40	18	B	D	C	A	C	E	E
Master monk	Martial Arts	4	3	10	70	42	D	D	B	A	C	C	D
Bishop	Intercession	3	2	0	60	10	D	C	E	E	E	B	C
Templar	Sacred Blade	3	2	0	40	18	C	D	E	B	A	D	D
Cannoneer	Cannony	3	3	0	40	10	C	D	C	D	D	D	D
Trickster	Sleight of Hand	4	3	10	60	10	E	E	A	D	D	A	D

Master Monk

The master monk has one of the strongest, yet easiest-to-use ability sets of any job. Attacks like Pummel and Cross-counter give them many ways of dealing heavy damage at close quarters, which can be supplemented further via their Unscarred passive ability. They lack attacks with a lot of range, but this problem is easily remedied by equipping a secondary ability set like the white monk's Discipline.

Cannoneer

The cannoneer is an extremely flexible support unit that can take on both attack and restorative duties. Their Potion Shell and Ether Shell abilities are a convenient way to restore an ally's HP or MP, while the remaining Cannony skills can be used to stage powerful long-range attacks at the cost of lost turns. Use them patiently and charge your attacks every turn. When the timing is right, the cannoneer can deal massive damage to groups of gathered adversaries.

NU MOU

The good-natured and highly intelligent nu mou are unmatched in their ability to control magick. Boasting a collection of jobs that leads them towards attack, healing, and support magick, they can take on a variety of roles in your party. Their only drawbacks are their lack of a worthwhile melee unit, and the inability to enter water. Since they're so reliant on magick, it's highly recommended that you spend time playing the illusionist job. Their Halve MP passive ability cuts the casting cost of spells down by 50%, making it an absolute must for any nu mou.

RECOMMENDED NU MOU JOBS



GENDER: Male
MOVEMENT: Cannot enter water

JOB DATA

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
White mage	White Magick	3	2	0	60	10	E	B	D	E	D	C	B
Black mage	Black Magick	3	2	0	50	10	E	B	D	E	E	A	A
Beastmaster	Beast Lore	4	3	0	40	18	C	D	C	A	C	E	D
Time mage	Time Magick	3	2	0	50	10	E	B	D	E	E	A	A
Illusionist	Illusion	3	2	0	50	10	E	A	E	E	E	B	B
Alchemist	Alchemy*	3	3	0	60	10	D	A	C	D	E	A	A
Arcanist	Arcane Magick	3	2	0	50	10	E	A	E	E	E	C	D
Sage	Sapidity	4	3	0	60	15	C	C	D	C	D	B	C
Scholar	Lore	4	3	0	40	15	C	D	C	A	D	D	D

*When Alchemy is equipped, you can use items without having the Items command set.

Sage

Though they lack the attack range of other mage jobs, the sage has many ultra-powerful spells at their disposal with a wide area of effect. They tend to use a lot of MP, but the Halve MP ability should make it easier to manage this deficiency. Use the all-powerful Ultima Blow to defeat enemies in a single hit!

Arcanist

Arcanists specialize in dark magick, which includes HP-stealing spells and a number of skills that only target units of a specific level. Though difficult to use, these spell types can target a large number of enemies at a time. Their access to the Death and Graviga spells is also quite useful for inflicting fatal blows to overly powerful enemies.



GENDER: Female
MOVEMENT: Normal

VIERA

The alluring viera race specializes in quick mobility and esoteric magickal practices. This strange combination makes them effective at using both physical and magick attacks. Work toward the sniper job if your focus is physical attacks, while working toward the summoner is recommended if you want to use magick. You'll also want to use the spellblade to learn their powerful Blood Price skill, which causes spells to consume HP instead of MP.

RECOMMENDED VIERA JOBS



JOB DATA

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
Fencer	Fencing	4	2	0	40	18	B	E	B	A	D	E	E
White mage	White Magick	3	2	0	60	10	D	C	C	E	D	C	C
Green mage	Green Magick	3	3	0	70	10	D	D	A	D	D	C	D
Archer	Precision	4	2	5	50	10	C	E	B	C	D	E	D
Elementalist	Elemental	3	2	0	60	10	D	D	E	D	D	A	D
	Magick												
Red mage	Red Magick	4	2	0	60	15	D	D	B	B	E	B	E
Spellblade	Blade Arts	4	3	0	60	15	E	D	B	B	D	D	D
Summoner	Summoning Magick	3	2	0	60	10	E	C	C	E	E	A	C
Assassin	Assassination	4	4	15	50	10	E	E	A	C	E	D	E
Sniper	Sharpshooting	4	3	15	40	10	D	E	C	A	E	D	D

Assassin

When equipped with a greatbow and the spellblade's Blood Price ability, assassin's can fire the absurdly powerful Ultima Masher skill from long distances at no MP cost. This exacting combination quickly reduces your assassin's HP, but the ability to launch such powerful blasts for no MP is well worth the cost. This tactic alone makes the assassin one of the most powerful units available.

Summoner

Summoners can cast many devastating spells that affect a wide area of tiles. When equipped with the Doublecast and Blood Price abilities, they can target a wide range of enemies with two spells at no MP cost. This ability is also helpful when used with their support spells, giving them the means to attack and restore during the same turn.



MOOGLE

Moogles specialize in using devices such as guns and cannons, as well as clockwork contraptions they have developed themselves. They have many unique jobs that let them borrow the strength of animals, most of which act well as support. Like the nu mou, they also have the movement restriction that they can't enter water.

JOB DATA

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
Animist	Calling	4	2	0	70	15	C	D	C	C	C	D	C
Thief	Thievery	4	3	5	60	15	D	E	B	D	D	D	E
Black mage	Black Magick	3	2	0	60	10	E	B	D	E	E	A	A
Moogles knight	Onslaught	4	2	0	50	18	C	D	D	A	A	E	B
Fusilier	Gunmanship	3	2	0	60	10	D	E	C	C	C	E	D
Juggler	Acrobatics	4	3	5	60	10	D	E	B	B	B	D	E
Tinker	Clockwork	3	2	0	60	15	C	D	D	B	B	C	A
Time mage	Time Magick	3	2	0	60	10	E	B	D	E	E	A	A
Chocobo knight	Chococraft	3	2	0	60	10	E	E	A	E	E	E	D
Flintlock	Ballistics	3	3	0	60	10	E	C	D	C	C	D	D

RECOMMENDED MOOGLE JOBS



Fusilier

The fusilier uses guns to inflict debuffs on their foes from afar. When equipped with the Onslaught ability set, they gain access to Ultima Charge, a potent magick attack similar to the assassin's Ultima Masher. Though they can't use Blood Price or Halve MP to keep their MP high, support units like the cannoneer can give them the MP boost they need to use this all-powerful attack.

Tinker

Though they may seem risky initially, the danger of using Clockwork skills can be nullified by equipping your party with items that resist key debuffs. The most potent of these skills is Black Ingot, which causes the Doom debuff. Equip your entire party with Fortune Rings to relieve the threat of being affected by Doom.



GENDER: Male
MOVEMENT: Cannot enter water

SEEQ

The pig-like seeq race is entirely focused on melee units, making them weak in the area of magick. Though they don't have many jobs available to them, the few they do have are incredibly fleshed out. This leaves them with appealing jobs like the trap-setting ranger, or the pillaging viking. The viking is a particularly useful unit as it is the only job that can steal armor.

RECOMMENDED SEEQ JOBS



GENDER: Male
MOVEMENT: Normal

JOB DATA

JOB	A-ABILITY	BASE					GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag		
Berserker	Savagery	4	2	0	35	18	C	E	D	A	E	E		
Ranger	Survivalism	4	4	0	35	18	C	E	B	C	C	D		
Lanista	Astutia	4	2	0	35	18	C	D	D	B	B	D		
Viking	Brutality	4	2	0	35	18	C	D	C	C	D	D		

Ranger

Rangers prove their worth by setting annoying traps that can ultimately lead to the enemy's demise. In addition to this, their Mirror Items and Item Lore abilities enable them to inflict massive damage with X-Potions, a unique skill no other race has.



Lanista

The terrifying lanista uses many attacks that drain an adversary's HP, enabling them to inflict damage while also restoring their own HP. This, when combined with their support magick and high physical attack damage, makes them very difficult to defeat.



GRIA

The beautiful gria use their incredible mobility to cross the battlefield without being hindered by elevation. This is especially useful for their melee units, who use their flight to quickly move behind enemies to deliver the killing blow. Be sure to use the ravager unit to obtain their Unscarred skill, which is quite useful for the majority of the gria jobs.

RECOMMENDED GRIA JOBS



GENDER: Female
MOVEMENT: Flying

JOB DATA

JOB	A-ABILITY	BASE				GROWTH							
		Move	Jump	Ev.	Res.	Unarmed	HP	MP	Spd	Atk	Def	Mag	Res
Hunter	Trapping	4	1	0	40	18	D	D	B	C	E	D	C
Raptor	Devastation	4	1	0	40	18	C	D	B	B	E	C	E
Ravager	Feralism	4	1	0	40	18	C	D	D	A	B	E	E
Geomancer	Geomancy	4	1	0	60	18	D	C	D	D	A	D	A

Raptor

Raptors are one of the few jobs that can lower an enemy's base stats while still inflicting damage. They can also use the Whirlwind and Cyclone spells to damage groups of enemies, which in the case of Whirlwind also causes the Confuse debuff.



Ravager

The ravager uses unique attacks that inflict various levels of damage depending on the situation. The Sneak Attack skill specifically inflicts horrendous damage to enemies when attacking from behind. They're also loaded with the highest attack rating of any gria unit, causing their physical attacks to be quite potent. Equip the Unscarred ability to skyrocket their damage output through the roof.



JOB DATA & STRATEGY

Welcome to the Job Data & Strategy section, a culmination of all the things you need to know about each job. The following pages contain strategies for each specific job, information on every ability, detailed stats, and other useful info. Use these pages to familiarize yourself with the jobs available and the techniques needed to make them effective in battle.

HIDDEN CHARACTERS

The final set of units covered in the upcoming job list is a group of five hidden characters. These allies have unique jobs available to them, and myriad valuable abilities that can't be found on other units. To obtain them, you must complete a group of specific sub quests. This section also covers the quests you need to clear in order to unlock these characters. It's well worth your effort to obtain them all.

PENELO, VAAN, AND AL-CID

Penelo and Vaan are seen during several parts of the main story, but they won't join your party until the following quests have been finished.

Step 1	Side Quest: <i>An Elegant Encounter</i> → Penelo Joins
Step 2	Side Quest: <i>Where Could He Be?</i> → Vaan Joins
Step 3	Side Quest: <i>A Moment's Respite</i>
Step 4	Sub Quest: <i>A Dashing Duel</i>
Step 5	Side Quest: <i>A Refined Recruit</i> → Al-Cid Joins

FRIMELDA

The following string of quests continues after Frimelda has already joined you. Clear *The Way of the Sword* to view the conclusion to her story.

Step 1	Sub Quest: <i>Under the Weather</i>
Step 2	Sub Quest: <i>A Chill in the Night</i>
Step 3	Sub Quest: <i>Show of Strength</i>
Step 4	Sub Quest: <i>Hunted</i>
Step 5	Sub Quest: <i>Past Burdens</i> → Frimelda Joins

DATA EXPLANATION

JOB STATS	1					2								
	WALK	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	2	0%	40%	18		B	E	D	B	C	E	D

1 BASIC STATS: Unit ratings for each job's basic statistics. Movement refers to the amount of panels the job can move each turn. Jump shows how high the unit can jump. The Evasion column shows the percent chance of the unit avoiding a physical attack. Resilience shows the chances of the unit avoiding a debuff. Finally, the Unarmed Combat column reveals the job's physical attack power.

2 GROWTH RATE: The speed and severity at which the job's stats grow as they level up. These numbers, along with each race's growth rate, combine to directly affect which stats a character gets when they level up. A letter grade system is used as a general measurement for each stat, E being the lowest ranking, while A is the highest (A>B>C>D>E). The closer the rating is to A ranking, the faster it grows with each level up.

3	4	5	6	7
NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Throw	0	4	Throws currently equipped weapon at target. Thrown weapon is lost.	Kunai
Wood Veil	4	4	Magick attack + Immobilize debuff.	Kotetsu
Fire Veil	4	4	Fire-elemental magick attack + Confuse debuff.	Ashura
Earth Veil	4	4	Earth-elemental magick attack + Slow debuff.	Osafune
Gold Veil	4	4	Magick attack + Blind debuff.	Kiku-ichimonji
Water Veil	4	4	Water-elemental magick attack + Silence debuff.	Murasame
Unspell	4	1	Removes buffs from target.	Ama-no-murakumo
Oblivion	12	1	Deals AOE debuff to target.	Masamune
R Critical: Haste	N/A	N/A	Gains Haste buff when HP Critical.	Ninja Gear
P Dual Wield	N/A	N/A	Can equip two of certain one-handed weapons.	Rogetsu-denbu



MONTBLANC

The adorable Montblanc can be seen early on in the story near the back of the pub that Luso and Cid frequent. He doesn't actually join your group until the second half of the game.

CONDITION 1

Step 1	Sub Quest: <i>Camoa Cup</i> *
Step 2	Sub Quest: <i>Grasztan Cup</i>
Step 3	Sub Quest: <i>Moorabella Cup</i>
Step 4	Sub Quest: <i>Fluorgis Cup</i> *
Step 5	Sub Quest: <i>Wanted: Friends, Kupo!</i> → Montblanc joins

*These two missions need to be cleared without a dispatch

CONDITION 2

Step 1	Sub Quest: <i>The First Step</i>
Step 2	Sub Quest: <i>The Next Step</i>
Step 3	Sub Quest: <i>A Step Further</i>
Step 4	Sub Quest: <i>The Last Step</i>
Step 5	Sub Quest: <i>Wanted: Friends, Kupo!</i> → Montblanc Joins

3 NAME: The label for the ability. Skills with an R next to them are reaction abilities. Skills with a P are passive abilities.

4 MP: Shows the Mist Point casting cost of the ability. Skills that do not require MP have a 0 in this field. N/A is listed for passive and reaction abilities.

5 RANGE: Indicates the casting distance of the ability. Numbers shown here indicates the number of panels the targeting range spans out from the caster. The word All means that the ability targets every unit on the field. Self means the skill targets only the user. Area indicates that the skill targets the four panels surrounding the caster. Finally, any skill with a range that's dependant on the held weapon has Varies by weapon listed here.

6 EFFECT: A description of the ability's effects. Elemental properties are also found here.

7 EQUIPMENT MASTERED: Shows the item needed to obtain the skill. Refer to the item data section to find and obtain the item.

JOBS

SOLDIER

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	2	0%	40%	18			B	C	D	B	C	E	D

UNLOCK CONDITIONS

Initially Available

WEAPONS: Swords, Greatswords

ARMOR: Helm, Hair Accessory*, Hat, Heavy Armor, Light Armor, Shield

*Hair Accessories can be worn only by Adelle and Frimelda.

JOB OVERVIEW

The soldier job has the basic assets needed to act as the starting job for future melee units. They're overall stat growth lends itself toward units looking to move on to jobs like the fighter, ninja, or parivir. Although their Arts of War skill set, along with their ability to equip greatswords and heavy armor, improves their lasting power in battle, the soldier lacks the damage output needed to survive during the later stages of the game. It is best to change to a stronger job once you've acquired the ability to do so.

JOB STRATEGY

Within the soldier's Arts of War skill set are a number of striking abilities that lower the enemy's stats. These skills do not inflict direct damage, lowering their overall effectiveness in battle. It is best to instead focus your strategy on landing standard attacks, saving these skills for exceptionally powerful adversaries. Rend Speed, for instance, halves your opponent's Speed rating, causing their turn to come around less often. This is useful against mage jobs, which tend to inflict massive damage during their turns. Most offense-oriented mages already have low Speed ratings, making Rend Speed that much more effective against them.

ARTS OF WAR

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
First Aid	0	Self	Restores own HP slightly.	Broadsword
Rend Power	0	Varies by weapon	Lowers target's Attack.	Barong
Rend Magick	0	Varies by weapon	Lowers target's Magick.	Buster Sword
Rend MP	0	Varies by weapon	Reduces target's MP.	Ancient Sword
Rend Speed	0	Varies by weapon	Halves target's Speed.	Silver Sword
Mug Gil	0	Varies by weapon	Physical attack. Steals target's gil.	Diamond Sword
Provoke	0	1	Deals Berserk debuff to target.	Blood Sword
Gauge	0	4	Check enemy's Lv. 1 Loot and consumable items.	Burglar Sword
P Monkey Grip	N/A	N/A	Allows user to hold two-handed weapons (except bows, greatbows, and hand-cannons) in one hand.	Dagblow
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Bronze Shield

TACTICS

Strike from Afar

Soldiers cannot attack enemies from a distance. To compensate for this problem, equip ability sets like Pugilism or Black Magicks, which both have myriad ranged attacks.



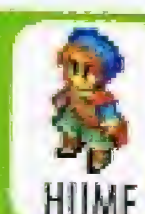
MP Restoration



MP with a Flametongue equipped against any Fire-resisting unit results in MP gain.



RACES THAT USE THIS JOB



HUME

The Rend MP ability takes on the elemental property of whatever weapon you have equipped. Knowing this, you can equip a weapon with an elemental property that one of your units absorbs (via a piece of equipment), and then use Rend MP on them to restore a large portion of their MP. For example, using Rend

THIEF

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	3	5%	50%	15			D	E	B	D	D	E	D

UNLOCK CONDITIONS

Master one soldier action ability (Default for moogles)

WEAPONS: Knife

ARMOR: Hair Accessory*, Hat, Light Armor

*Hair Accessories can be worn only by Adelle and Frimelda.

JOB OVERVIEW

Thieves have a high Speed growth rate, enabling them to take a lot of turns. This is particularly useful for their main occupation in battle, which is quickly stealing a lot of Loot from the enemies on the field. The remainder of their stat line is fairly weak, making it very important to keep them out of harm's way. With that said, the thief is still one of the few starting jobs that are useful for the duration of the game. The Thievery skill set is one of the most important ways of obtaining Loot for Bazaar items, so always keep them in mind.

JOB STRATEGY

Though they can act as a light melee class, the thief's goal in battle is to steal. Your first objective is to learn all of the Loot Lv. skills, which allows you to steal lots of Loot for Bazaar item creation. Also learn Steal Accessory, which lets you acquire the many rare accessories that enemies often wear. Finally, since the thief has the risky business of moving close to enemies to steal, learning Counter allows them to stage a counter offensive whenever they're attacked. It is also a powerful reaction ability for other melee jobs, so it is important to learn it immediately.

THIEVERY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Steal Items	0	1	Steals the target's consumable items. Hit rate is half of standard attack.	Kard
Steal Gil	0	1	Steals the target's gil. Hit rate is half of standard attack.	Jackknife
Loot Lv. 1	0	1	Steals the target's Level 1 Loot. Hit rate is half of standard attack.	Scramasax
Loot Lv. 2	0	1	Steals the target's Level 2 Loot. Hit rate is half of standard attack.	Rondel
Loot Lv. 3	0	1	Steals the target's Level 3 Loot. Hit rate is half of standard attack.	Swordbreaker
Loot Lv. 4	0	1	Steals the target's Level 4 Loot. Hit rate is half of standard attack.	Cinquedea
Steal Accessory	0	1	Steals the target's currently equipped accessories. Hit rate is one quarter of standard attack.	Jambiya
Steal Limelight	0	1	Steals the target's Smash Gauge. Hit rate is one third of standard attack.	Orichalcum Dirk
R Counter	N/A	N/A	Responds to adjacent units' attacks with a standard attack.	Chainmail
P Safeguard	N/A	N/A	Prevents user's equipment from being destroyed or stolen, and renders all Thievery abilities ineffective.	Adamant Vest

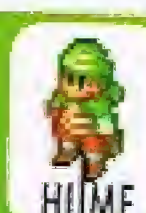
TACTICS

Steal Data & Success Rate

From a single enemy, you can steal items and gil only once, four Loot times regardless of level, and as many accessories as the target has equipped. The success rate is halved each time you steal Loot (50% \Rightarrow 25% \Rightarrow 12% \Rightarrow 6%), making it difficult to steal all four items. You can improve your success rate by stealing from an enemy that is asleep, or by equipping the Brigand's Gloves, which increases your success rate by 5%. Doing both is the optimal means of stealing from an enemy.



RACES THAT USE THIS JOB



HUME



MOOGLE

BLACK MAGE

WHITE MAGE

THIEF

SOLDIER

WHITE MAGE

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	60%	10		D	C	D	E	D	C	C

UNLOCK CONDITIONS

Initially Available

WEAPONS: Staff

ARMOR: Hair Accessory*, Hat, Light Armor, Robe

*Hair Accessories can be worn only by Adelle, Frimelda, and the viera race.

JOB OVERVIEW

White mages specialize in keeping their comrades healthy. Aside from their many HP-rejuvenating spells, they have a number of skills that can be used to remove debuffs and raise their friends from unconsciousness. They don't hold up well when attacked, so keep them away from the center of battle.

JOB STRATEGY

Your objective is keeping allies healthy, so invest in the Cure spell first. Its MP cost is only 8, so you can use it every turn. It's worth learning the stronger cure spells later, but before then, focus on obtaining Esuna and Refresh, which are necessary for removing debuffs. From there the last skill to obtain is Raise, which restores your allies from a KO status. With those abilities learned, your white mage can handle most of the issues that ail your party.

WHITE MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Cure	8	4	Holy-elemental recovery magick. Restores HP of units within target area.	White Staff
Cura	14	4	Holy-elemental recovery magick. Restores HP of units within target area. Powered-up version of Cure.	Healing Staff
Curaga	18	4	Holy-elemental recovery magick. Restores HP of units within target area. Powered-up version of Cura.	Spring Staff
Esuna	12	4	Removes debuffs from units within target area.	Cleansing Staff
Raise	10	4	Holy-elemental recovery magick. Revives target from KO status at 10% of unit's max HP.	Staff of Blessings
Arise	20	4	Holy-elemental recovery magick. Revives target from KO status, at full HP.	Nirvana
Reraise	28	4	Automatically revives target after KO (works only once).	Cheer Staff
Refresh	14	4	Removes debuffs (except HP Critical and KO) from target.	Staff of the Magi
P Turbo MP	N/A	N/A	Doubles MP consumed by A-Abilities, but increases power and hit rate.	White Robe

TACTICS

Skills to Fall Back on

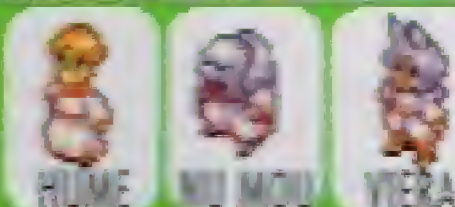
Though the white mage's focus is healing, they often experience a lot of down time when their allies are healthy. Equip them with an alternate spell set like Black Magick or Green Magick so that they can contribute with attack and support abilities.



Improving Turbo MP



RACES THAT USE THIS JOB



At the cost of double the MP consumed, Turbo MP increases the power and hit rate of your magick. Use it in combination with the seer's Recharge or the class ability MP Channeling to eliminate the giant MP cost.

BLACK MAGE

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	50%	10		E	B	D	C	C	A	A

UNLOCK CONDITIONS

Master one white mage action ability (Default for nu mou and moogles)

WEAPONS: Rod

ARMOR: Hair Accessory*, Hat, Light Armor, Robe

*Hair Accessories can be worn only by Adelle and Frimelda.

JOB OVERVIEW

The shrouded black mage has exceedingly high Magick and Resistance stats, which complements their affinity toward offensive spell casting. Their basic skill set is comprised entirely of elemental attack spells, which can be devastating when used to target enemy weaknesses. Their HP and Defense rating is low, however, so it is best that they always stay out of your enemy's reach.

JOB STRATEGY

Black mages have one goal: blow things up. Use the large targeting range of their spells to blast multiple enemies at a time. Take into account elemental weaknesses before choosing targets, making sure that they can't resist or absorb spells. Stick with weaker spells like Fire or Ice during the early stages of battle, then store up MP when your prey is out of range. Saving your MP enables you to strike with bigger spells like Blizzaga when your enemy is in range again.

BLACK MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Fire	8	4	Fire-elemental magick attack against units within target area.	Rod
Fira	14	4	Fire-elemental magick attack against units within target area. Powered-up version of Fire.	Firewheel Rod
Firaga	18	4	Fire-elemental magick attack against units within target area. Powered-up version of Fira.	Flame Rod
Thunder	8	4	Lightning-elemental magick attack against units within target area.	Rod
Thundara	14	4	Lightning-elemental magick attack against units within target area. Powered-up version of Thunder.	Thunder Rod
Thundaga	18	4	Lightning-elemental magick attack against units within target area. Powered-up version of Thundara.	Thor Rod
Blizzard	8	4	Ice-elemental magick attack against units within target area.	Rod
Blizzara	14	4	Ice-elemental magick attack against units within target area. Powered-up version of Blizzard.	Sleet Rod
Blizzaga	18	4	Ice-elemental magick attack against units within target area. Powered-up version of Blizzara.	Chill Rod
R Magick Counter	N/A	N/A	Can save targeted magick effects back at their caster. MP required is equal to MP cost of the spell cast.	Samite Coat
P Geomancy	N/A	N/A	When taking an elemental attack, target's resistance to that element's lowered by one level.	Sage's Robe

TACTICS

Additional Elements

Because many enemies resist the three main elements (Fire, Ice, and Thunder), and several laws forbid their use, equip a second action ability set like Illusion or Sagacity. These sets focus on attack magic that revolves around a larger array of elements.



Geomancy



RACES THAT USE THIS JOB



The Geomancy skill lowers an adversary's resistance to any element they're damaged by. Against most enemy types, their weakness toward the element will decrease substantially with each hit. Equip this ability to improve the consistency of your black mage's elemental spells.

ARCHER

JOB STATS

BASE	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
4	2	5%	40%	10			C	E	C	D	D	E	D

UNLOCK CONDITIONS

Master one soldier action ability (Default for viera)

WEAPONS: Bow

ARMOR: Hair Accessory*, Hat, Light Armor

*Hair Accessories can be worn only by Adelle, Frimelda, and the viera race.

JOB OVERVIEW

Specializing in long range combat, the archer uses bows to fight in battle.

The attack range on bows is quite large, enabling them to use their

Precision abilities to inflict debuffs from the back row of your party. When used properly, they can be quite helpful in battle. Unfortunately, the hume archer tends to fall behind during the later stages of the game, especially when the viera sniper and the many gun-wielding classes become available.

JOB STRATEGY

The archer's attack strategy revolves around their Precision ability set, which enables them to inflict harsh debuffs against incoming enemies.

The abilities Arm Shot and Cupid are the most important of these skills as they disrupt your enemy's ability to function correctly. Cupid in particular causes the Charm debuff, which forces an enemy unit to fight with their party members. Both of these techniques use the same range as the archer's currently equipped weapon, so they can fire these abilities using the same incredible attack range the bow uses. Precision skills often have a low hit rate, so learn the Concentration ability to improve it.

If at any point your archer needs to inflict direct damage, it is best to use Focus beforehand. This ability increases the user's Attack by 80%, a staggering increase to archer's relatively weak shot strength. You can also use this skill to increase the damage of abilities that use a character's attack rating to calculate damage. For example, Focus increases the damage of the hunter's Sidewinder skill, which already inflicts double damage against monsters.

PRECISION

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Focus	0	Self	Increases own Attack by 80%. Can only be used once.	Longbow
Leg Shot	0	Varies by weapon	Deals Immobilize debuff to target.	Thorn Bow
Arm Shot	0	Varies by weapon	Deals Disable debuff to target.	Nail Bow
Cupid	0	Varies by weapon	Deals Charm debuff to target.	Artemis Bow
Burial	0	Varies by weapon	Vanquishes undead.	Silver Bow
Take Aim	0	Varies by weapon	Physical attack. Lowers power to increase hit rate.	Yoichi Bow
Lightning Strike	0	Varies by weapon	Physical attack. Does not engage target's R-Abilities.	Perseus Bow
Blackout	0	Varies by weapon	Deals Blind debuff to target.	Char Bow
R Archer's Bane	N/A	N/A	Dodges standard attacks from Bows and Great Bows.	Green Beret
P Concentration	N/A	N/A	Raises hit rate by 5%.	Target Bow

TACTICS

Varies By Range

Many ability types have attack ranges based on the weapon equipped. Since the archer's bow has a very long range, it's possible to equip action abilities that take advantage of the increased firing distance. Skill sets like the soldier's Arts of War or the fencer's Fencing are two examples of abilities that can use the improved range.



RACES THAT
USE THIS JOB



PALADIN

JOB STATS

BASE	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
4	2	0%	30%	18			C	D	D	C	A	D	B

UNLOCK CONDITIONS

Master three soldier action abilities

WEAPONS: Knightsword, Greatsword

ARMOR: Helm, Hair Accessory*, Heavy Armor, Light Armor, Robe, Shield

*Hair Accessories can be worn only by Adelle and Frimelda. Light Armor can only be used by females.

JOB OVERVIEW

The paladin's stat build and equipment options lean toward bolstering their Defense, a necessary supplement to their purpose on the battlefield:

protecting allies. Skills like Cover give them an extremely effective way of taking damage in the victim's place, a skill no other unit has. On top of this, paladins are one of the strongest units to use against undead. This is due to their myriad Holy-based skills that inflict great damage to the denizens of the night, like Sanctify and Holy Blade.

JOB STRATEGY

The paladin's first objective is to keep their allies safe. This is done by using the Cover ability to take damage in the place of his allies, and

using Nurse to heal friends that have been harmed. Moving into positions that keep enemies focused on your paladin can help solidify this purpose. When your party is safe from danger, move in for the kill and inflict damage with the paladin's strong standard attacks, which are quite powerful because their ability to equip knightswords. You can also use the Saint Cross skill if surrounded to hit all adjacent enemies.

CHIVALRY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Nurse	0	1	Restores HP and removes some debuffs from self and all adjacent units.	Defender
Defend	0	Self	Increases own Defense and Resistance by 20% until next turn.	Lionheart
Cover	0	4	Takes damage in place of the selected unit until next turn.	Save the Queen
Parley	0	1	Forces enemies (except monsters) to flee.	Barong
Saint Cross	10	1	Holy-elemental physical attack against all adjacent units.	Arch Sword
Holy Blade	22	Varies by weapon	Holy-elemental physical attack.	Excalibur
Sanctify	0	3	Vanquishes undead within target area.	Ogrenix
War Cry	0	Self and Area	Increases Resilience of self and all adjacent units.	Oblige
R Reflex	N/A	N/A	Dodges standard attacks from all non-ranged weapons.	Genji Armor
P Defense Up	N/A	N/A	Raises Defense by 20%.	Diamond Armor

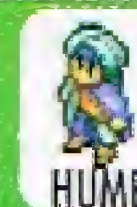
TACTICS

Cover's Characteristics

Once the cover ability is used, the bond between the paladin and the covered unit remains even if both units move away from each other. All buffs that affect the way the paladin takes damage also transfer over to the covered unit. For example, if the paladin has the Reflect buff, the spell used on the covered unit would still reflect back at the enemy caster, as normal.



RACES THAT
USE THIS JOB



FIGHTER

JOB STATS	BASE	MOVE	HP	DEFENSE	RESISTANCE	ENARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	2	0%	40%	20			D	E	D	A	C	E	E

UNLOCK CONDITIONS

Clear *To Be a Fighter* sub quest. Then, master three soldier action abilities

WEAPONS: Blade

ARMOR: Hair Accessory*, Hat, Light Armor

*Hair Accessories can be worn only by Adelle and Frimelda

JOB OVERVIEW

The fighter job is an important one for humes. Their Attack stat grows exceptionally fast, making them a good choice for characters destined to be melee units. The Pugilism ability set is one of the most effective groups of attacks for any melee-style job. These abilities, which are all considered physical attacks, have various targeting ranges both short and long. They also deal high damage and cost nothing to use. These aspects alone are enough to enable the fighter to act as a strong job for the entirety of the game.

JOB STRATEGY

There are four main attacks to learn for a fighter to be at their best. The first attack, Air Render, is a long-range ability with a targeting distance that isn't affected by height. The second is Aura Blast, which is another ranged attack that can strike multiple enemies at a time from a distance for zero MP cost. The third attack, Rush, initiates a body slam that can't be countered with reaction abilities. Finally, Backdraft is a powerful short-range attack that inflicts fire damage for a small HP penalty.

With all of these attacks available, your goal is to use Air Render and Aura Blast to attack enemies as you're approaching them, and then switch to Backdraft blasts whenever you establish pointblank range. Rush can be used to safely attack an enemy when you're low on HP, or to push an enemy next to another through the ability's knockback effect.

PUGILISM

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Rush	0	Varies by weapon	Physical attack + Knockback.	Sweep Blade
Wild Swing	0	Area	Physical attack against all adjacent units.	Ogun Blade
Beat Down	0	Varies by weapon	Physical attack. Lowers hit rate to increase power.	Shadow Blade
Blitz	0	Varies by weapon	Physical attack. Lowers power to increase hit rate.	Sun Blade
Air Render	0	3	Physical attack.	Atomos Blade
Aurablast	0	4	Physical attack against units within target area.	Kwigon Blade
Air Blast	0	2	Wind-elemental physical attack against units within target area.	Air Blade
Back Draft	0	1	Powerful fire-elemental physical attack. Reduces own HP by 25% of damage dealt.	Flametongue
R Bonecrusher	N/A	N/A	Responds to standard attacks from non-ranged weapons with an attack that deals 1.5x damage received.	Wygar
P Doublehand	N/A	N/A	Hold some one-handed weapons with both hands to increase attack by 20%.	Venus Blade

TACTICS

Improving Back Draft

Though small, the HP loss from Back Draft can become a burden over time. However, there is a method to avoid that damage altogether. The penalty damage dealt to your fighter is considered to be Fire-based. If you equip an item that absorbs Fire damage (like the Venus Blade or the Fire Shield), your fighter gains HP instead of losing it. To improve Back Draft even further, you can also equip the black mage's Geomancy ability to help lower an enemy's resistance to fire damage with each consecutive hit.



RACES THAT USE THIS JOB



Hume

Aurablast Flexibility

The beauty of the fighter's Aurablast, aside from its solid damage output and massive attack range, is that it costs nothing to use and doesn't require a high physical or magical attack rating for its damage output. This allows it to be used effectively with pretty much any class during the early stages of the game. You can even attach it to a white mage to give them a costless, ranged attack to use when they aren't focused on support.

Rush

The knockback effect of the Rush ability can serve a number of purposes. Using it to knock an enemy off a high ledge deals extra damage upon impact. You can also use it to push an enemy into a ranger's trap, or to knock them closer to another foe, setting them both up for a spell like Fira which can hit multiple enemies at a time.



PARIVIR

JOB STATS

BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
4	2	5%	40%	15			C	E	B	A	D	E	E

UNLOCK CONDITIONS

Clear *The Eastwatch* sub quest, then master three soldier action abilities.

WEAPONS: Katana

ARMOR: Hair Accessory*, Hat, Light Armor

*Hair Accessories can be worn only by Adelle and Frimelda

JOB OVERVIEW

Parivirs act as a high risk, high reward melee job. Their Flair ability set carries a powerful group of elemental attacks that cause damage while also inflicting debuffs. Their Attack and Speed stats also grow at a high rate, allowing them to quickly move into striking distance and deal fatal blows to unsuspecting adversaries. However, parivirs suffer from having an extremely low Defense rating, forcing you to pay close attention to their HP. It is recommended that you protect them with strong buffs and good armor to keep their defenses high.

JOB STRATEGY

The attack strategy for the parivir job revolves around four Flair techniques: Shimmering Blade, Skyfury Blade, Hoarfrost Blade, and Lifethread Blade. These skills deal twice the damage of a basic attack, inflict disabling debuffs, and cause elemental damage. When used against an enemy weak to a specific element, these strikes inflict three times the damage of a normal attack. Because of this, learn the above four skills to have four major elements to choose from when observing enemy weaknesses.

Additional abilities to learn include Wind Slash and Strike Back. Wind Slash is the parivir's only long range skill, which comes in handy when you're not in range for physical attacks. Strike Back is a unique reaction ability that completely avoids physical strikes while countering with a normal attack. It's one of the stronger reaction abilities available for any melee unit, so it is a good idea to learn it even if you don't plan on sticking with the parivir job.

FLAIR

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Wind Slash	0	4	Wind-elemental physical attack.	Murasame
Iai Blow	0	1	Physical attack + KO. Can only use while equipping bladed weapons.	Osafune
Blade Bash	0	1	Physical attack + Immobilize debuff. Can only use while equipping bladed weapons.	Ashura
Shimmering Blade	0	1	Fire-elemental physical attack + Confuse debuff. Can only use while equipping bladed weapons.	Nasada
Skyfury Blade	0	1	Lightning-elemental physical attack + Berserk debuff. Can only use while equipping bladed weapons.	Katetsu
Hoarfrost Blade	0	1	Ice-elemental physical attack + Slow debuff. Can only use while equipping bladed weapons.	Arma-no-murakumo
Lifethread Blade	0	1	Dark-elemental physical attack + Doom debuff. Can only use while equipping bladed weapons.	Adazakura
Unburden Soul	0	N/A	KOs self to completely restore HP and remove all debuffs from all allies.	Bokuen
R Strike Back	N/A	N/A	Dodges standard attacks from non-ranged weapons and responds with a standard attack.	Bone Plate
P Death Strike	N/A	N/A	Raises critical hit rate by 3%.	Bracers

TACTICS

Flair + Geomancy

The black mage's Geomancy passive ability acts as the perfect complement to Flair skills. When combating adversaries with normal resistances to Fire, Ice, Thunder, or Darkness, equipping Geomancy causes the elemental-based Flair attacks to lower an enemy's resistance to the corresponding element of the attack. This effectively makes the Flair strikes far more powerful the more times they are used. The same idea also works with the Wind Slash technique, which is Wind-based.



Using Unburden Soul Effectively



The Unburdened Soul skill completely rejuvenates all allied units at the cost of the parivir's own life. However, casting the Reraise buff enables him to revive immediately after death, bypassing the penalty. Try equipping the Angel's Ring for an automatic Reraise buff, or include a blue mage in your party so that they can cast Angel Whisper on your parivir at the beginning of battle (which also grants the Reraise buff).



RACES THAT
USE THIS JOB



HUME



NINJA

JOB STATS	HP	MP	EXP	RES	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	3	15%	50%	15		E	D	A	B	C	D	D

UNLOCK CONDITIONS

Master four thief action abilities

WEAPONS: None

ARMOR: Hair Accessory*, Hat, Light Armor

*Hair Accessories can be worn only by Adelle and Frimelda

JOB OVERVIEW

Similar to the parivir, the shadowy ninja is a high risk melee job with an absolutely massive damage output. Their Dual Wield ability lets them equip two weapons at a time, enabling them to attack two times consecutively. They also come endowed with the highest Evasion rating of any job, which can be improved further via equipment, allowing them to evade attacks with unparalleled frequency. Their only drawback would be their low Defense and HP ratings, which makes them very susceptible to high damage attacks.

JOB STRATEGY

The ninja's Ninjutsu abilities aren't very powerful, but they do inflict debuffs to enemy units from a long distance away. Use Earth Veil and Wood Veil to seal your enemy's actions while your ninja draws near to enemies. Once you've established a close distance, the damage output from Dual Wield allows you to quickly topple enemies with normal attacks.

NINJUTSU

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Throw	0	4	Throws currently equipped weapon at target. Thrown weapon is lost.	Kunai
Wood Veil	4	4	Magick attack + Immobilize debuff.	Kotetsu
Fire Veil	4	4	Fire-elemental magick attack + Confuse debuff.	Ashura
Earth Veil	4	4	Earth-elemental magick attack + Slow debuff.	Osafune
Gold Veil	4	4	Magick attack + Blind debuff.	Kiku-ichimonji
Water Veil	4	4	Water-elemental magick attack + Silence debuff.	Murosame
Unspell	4	1	Removes buffs from target.	Arma-no-murakumo
Oblivion	12	1	Deals Addle debuff to target.	Masamune
Critical: Haste	N/A	N/A	Gains Haste buff when HP Critical.	Ninja Gear
Dual Wield	N/A	N/A	Can equip two of certain one-handed weapons.	Rogetsu-denbu

TACTICS

Dual Wield Notes

Dual Wield affects any abilities that use a standard attack as a part of their function. For example, the seer's Magick Frenzy enables them to cast the spell of their choice with an additional standard attack follow-up. With Dual Wield equipped, Magick Frenzy's standard attack ending strikes twice. The same goes for reaction abilities like Counter, as well as some Opportunity Commands.



RACES THAT
USE THIS JOB



Mastering Abilities Quickly

A character equipping two weapons with Dual Wield enables them to learn both weapon abilities simultaneously. You can also equip two of the same weapon to double the AP earned for a single ability, earning it twice as fast as normal.

ILLUSIONIST

JOB STATS	HP	MP	EXP	RES	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	3	2	0%	40%	10		E	A	E	E	E	B	C

UNLOCK CONDITIONS

Master two white mage action abilities, and four black mage action abilities

WEAPONS: Rod

ARMOR: Hair Accessory*, Hat, Light Armor, Robe

*Hair Accessories can be worn only by Adelle and Frimelda

JOB OVERVIEW

Illusionists have an exceedingly high MP growth rate, which is necessary to fuel the MP-heavy Illusion abilities. These spells strike every enemy on the field, enabling the Illusionist the unique gift to attack from any position on the field. This is especially useful, since their weak HP and Defense stats make them vulnerable to direct combat.

JOB STRATEGY

Illusions attack every enemy on the field regardless of where they are on the map. Though they all have the same power rating, it's recommended that you use the non-elemental Stardust or the water-element Deluge, as few enemies resist these spells. Since their casting cost is high, choose the wait command during turns without moving to allow turns to come up more often. This quickly speeds up the time it takes to charge MP. Even while using this trick, Illusion skills tend to use a lot of MP, so support your mage with Halve MP or the clan ability MP Efficiency.

ILLUSION

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Prominence	28	All Enemies	Fire-elemental magick attack against all enemies.	Firewheel Rod
Tempest	28	All Enemies	Lightning-elemental magick attack against all enemies.	Thunder Rod
Freezeblink	28	All Enemies	Ice-elemental magick attack against all enemies.	Sleet Rod
Star Cross	28	All Enemies	Holy-elemental magick attack against all enemies.	Crown Scepter
Stardust	28	All Enemies	Magick attack against all enemies.	Stardust Rod
Deluge	28	All Enemies	Water-elemental magick attack against all enemies.	Chill Rod
Rockfall	28	All Enemies	Earth-elemental magick attack against all enemies.	Terre Rod
Wild Tornado	28	All Enemies	Wind-elemental magick attack against all enemies.	Thor Rod
R Absorb MP	N/A	N/A	When receiving magick damage, recovers MP equal to the MP spent to cast the spell.	Lordly Robe
P Halve MP	N/A	N/A	Halves MP casting cost of all A-Abilities.	Luminous Robe

TACTICS

Illusion Efficiency

Illusions require far more MP than other spells like Fire, so they're not very cost-efficient. Use the black mage's Geomancy to enable your spells to lower the enemy's resistance to the element you attack with. This causes them to take an increasingly larger amount of damage from each blast. You won't be able to use Halve MP with Geomancy as your support ability, so try using the blue mage's Recharge or the cannoner's Ether Shell instead to restore MP quickly.



RACES THAT
USE THIS JOB



BLUE MAGE

JOB
STATS

BASIC MOVE JUMP Evasion RESILIENCE UNARMED
4 2 0% 75% 15

GROWTH HP MP SPD ATK DEF MAG RES
D D D C B C B

UNLOCK CONDITIONS

Master one black mage action ability

WEAPONS: Saber

ARMOR: Hair Accessory, Hat, Light Armor, Robe

*Hair Accessories can be worn only by Adelle and Frimelda

JOB OVERVIEW

The blue mage has the unique ability to learn enemy attacks and use them as action abilities. This is done by first equipping the Light Saber to obtain the Learn skill, and then allowing your mage to take a hit from the enemy attack you want to learn. If they survive the hit without dodging it, the technique is added to their ability list. Taking a hit from an enemy skill may seem dangerous at first, but blue mages have a very high defense stat and the highest Resilience of any job. For more information on how to easily learn blue magick, refer to the Monster Info & Data section of this guide.

JOB STRATEGY

Blue mages can fill a number of roles in your party, regardless of whether they're aggressive or supportive. The recommended abilities to learn include White Wind, which restores a hefty amount of HP, and the Earth-based Quake spell. These give your mage two basic but powerful support and attack abilities. To further improve your offense options, learn Bad Breath, which inflicts the enemy with Blind, Silence, and Poison. The Cornered and Roulette skills are also quite strong, but they may be fairly difficult to use.

BLUE MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Magick Hammer	4	3	Reduces target's MP.	
White Wind	20	3	Restores HP of units within target area by own current HP.	
Angel Whisper	32	3	Holy-elemental recovery magick. HP Recovery + Reraise buff.	
Night	22	All	Deals Sleep debuff to all allies and enemies.	
Screech	8	3	Magick attack + Confuse debuff.	
War Dance	12	4	Increases Attack of units within target area.	
Roar	8	All	Removes buffs from all allies and enemies.	
Sandstorm	12	4	Earth-elemental magick attack + Blind debuff to enemies within target area.	
Cornered	4	1	Deals 999 damage to target if own HP are 1.	
Matra Magick	22	3	Swaps target's current HP and MP.	
Bad Breath	8	2	Deals Blind, Silence, Poison debuff to units within target area.	
Eerie Sound Wave	8	4	Removes buffs from target.	
Unction	8	4	Deals Oil debuff to units within target area.	
Self-destruct	8	Area	KOs self to deal powerful physical attack to all adjacent units. Damage is 3x strength of standard attack. 100% hit rate.	
Doom	8	4	KOs target after three turns.	
Roulette	12	All	KOs one ally or enemy at random. Hit rate is 100%.	
Quake	12	3	Earth-elemental magick attack against units within target area.	
Expose Weakness	8	4	Lowers target's Defense and Resistance.	
Mighty Guard	8	4	Raises target's Defense and Resistance.	
Dragon Force	8	4	Raises target's Attack and Magick.	
R MP Shield	N/A	N/A	Loses MP instead of taking damage. If damage taken is greater than current MP, the difference is dealt as damage.	Mirage Vest
P Learn	N/A	N/A	Learns some monster's A-Abilities as Blue Magick when used against the character.	Light Saber
P Immunity	N/A	N/A	Neither buffs nor debuffs can be removed from the user.	Survival Vest

TACTICS

Cornered

The powerful Cornered skill deals 999 damage to the target, but it can only be used when your blue mage is at 1 HP. An easy way to get him to 1 HP is to allow an enemy to KO him, and then use the white monk's Revive ability to raise him. You can then use the paladin's Cover to protect your blue mage as they look for their prey.



RACES THAT
USE THIS JOB



HUME

Making Use of Self-Destruct

The powerful Self-destruct inflicts three times the damage of the caster's standard attack to all adjacent enemies. Unfortunately, the cost for using it is the immediate death of the user. To avoid such a high penalty, cast Reraise on your blue mage to enable him to regain consciousness after the skill's use. Your blue

mage can actually cast it on himself via the Angel Whisper spell, though the MP cost is high. You can also improve Self-destruct's damage output with the archer's Focus ability, which increases the user's attack by 80%. These two abilities together make Self-destruct into an incredibly powerful last ditch attack.

Roulette

To give yourself an edge when using the Roulette spell, trying equipping items to your party that grant immunity to the KO effect. This ensures that your party members won't take an unexpected loss. Also remember that the fewer characters you have deployed during the engagement, the more likely it will hit an enemy.



SEER

HUNTER

BLUE MAGE

HUNTER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	2	5%	40%	10		D	D	B	C	E	D	C

UNLOCK CONDITIONS

Master three archer action abilities (Default for gria)

WEAPONS: Knife, Greatbow

ARMOR: Hair Accessory*, Hat, Light Armor

*Hair Accessories can be worn only by Adelle, Frimelda, and the gria race

JOB OVERVIEW

Hunters use myriad abilities that are extremely effective against monsters. The majority of these abilities have ranges based on the equipped weapon, so when used with a greatbow, they can be fired from an extremely long distance away. This is particularly devastating with the Sidewinder and Ultima Shot abilities, which both deal massive damage under the right circumstances. These skills alone allow the hunter to be quite effective during the entirety of the game.

JOB STRATEGY

The hunter specializes in defeating monsters, which is reflected in their ability list. The most important of these is Sidewinder, which deals double the damage of your standard attack against monsters. When dealing with groups of enemies, use Sonic Boom, a long-range skill with a large area of effect. Finally, Ultima Shot is easily one of the strongest abilities available to any job, so use it heavily once it has been learned. With these abilities under your belt, your goal is to harass adversaries with constant long-range attacks until they are defeated.

TRAPPING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Sonic Boom	0	4	Physical attack against units within target area.	Cranequin
Dust	0	Varies by weapon	Forces monsters to flee.	Windsash Bow
Advice	0	1	Increases target's critical hit rate.	Twin Bow
Vitals Shot	0	Varies by weapon	Deals one of the following debuffs: Blind, Disable, Immobilize, Berserk.	Elfin Bow
Hunting	0	Varies by weapon	Physical attack. Enemy gives one extra Loot if defeated by this attack.	Hunting Bow
Counter Force	0	Varies by weapon	Deals Adde debuff to targeted monster.	Master Bow
Ultima Shot	32	Varies by weapon	Extremely powerful magick attack.	Seventh Heaven
Sidewinder	0	Varies by weapon	Physical attack. Deals massive damage to targeted monster.	Hades Bow
R Regenerate	N/A	N/A	Enters Regen buff when taking damage.	Gaia Gear
P Attack Up	N/A	N/A	Raises Attack by 20%.	Nike Bow

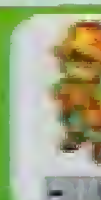
TACTICS

Supplementing Ultima Shot

First and foremost, use greatbows with Ultima Shot to increase its range. Second, add passive abilities that help with its high MP cost. The skill Blood Price, for example, enables the hunter to fire Ultima Shots at the cost of HP (allowing them to start firing right at the onset of battle). The passive ability Halve MP is also recommended, which cuts the MP cost down to half its original amount. Finally, gria hunters can equip the Unscarred ability to increase Ultima Shot's power substantially.



RACES THAT USE THIS JOB



HUME

GRIA

Hunting

The Hunting ability inflicts only 1/4 of your hunter's standard attack damage, but if the enemy is defeated by the attack, you acquire two pieces of Loot instead of one. Damage your enemy's HP down as far as you can, then use the archer's Focus ability to increase Hunting's power before using it.

SEER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	60%	10		D	A	C	C	D	C	A

UNLOCK CONDITIONS

Clear *The Cat's Meow* sub quest, then master four white mage action abilities

WEAPONS: Book

ARMOR: Hair Accessory, Hat, Light Armor, Robe

*Hair Accessories can be worn only by Adelle and Frimelda

JOB OVERVIEW

The versatile seer learns mid-level spells from both Black Magick and White Magick. With the use of Magick Frenzy, they can use those spells to stage a magickal and physical combination attack. Though their Attack and Magick growth rate isn't very high, the combination of both a spell and standard strike is still quite formidable where damage is concerned.

JOB STRATEGY

Your first objective is to gain the MP needed for High Magick. Use Recharge to quickly gain MP at the beginning of battle, and equip the Replenish MP reaction ability to restore MP when taking hits from enemies. With the MP needed, focus on using Magick Frenzy with whatever spell type your foe is weak to. This skill alone is enough to make the seer a horrific force in combat, so abuse it as often as you can.

HIGH MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Recharge	4	Self	Increases own MP by 24.	Tome of Ending
Magick Frenzy	0	Varies by magick.	Follows selected magick spell with a standard attack.	Edaroya Scriptures
Cura	14	4	Holy-elemental recovery magick. Restores HP of units within target area.	Battle Folia
Esuna	12	4	Removes debuffs from units within target area.	Urutan Annals
Raise	10	4	Holy-elemental recovery magick. Revives target from KO status at 10% of unit's max HP.	Veil of Wiyu
Fire	14	4	Fire-elemental magick attack against units within target area.	Mage Manual
Thundara	14	4	Lightning-elemental magick attack against units within target area.	Enavia Chronicles
Blizzara	14	4	Ice-elemental magick attack against units within target area.	The Amoth Glyphs
R Replenish MP	N/A	N/A	20% of damage received is converted into MP.	Black Robe
P Ribbon-bearer	N/A	N/A	Allows user to wear Ribbon regardless of gender.	Orb of Minwu
P Pierce	N/A	N/A	User's spells break through when targeting opponents with Reflect buff.	Red Robe

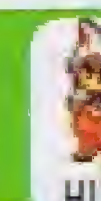
TACTICS

Magick Frenzy + Illusion

Miraculously, the standard attack follow-up to Magick Frenzy targets any and all adversaries hit by the initial spell. Since Illusion spells target every enemy on the field, using them in combination with Magick Frenzy causes the follow-up attack to hit every enemy. The only draw back is that the combination can only be used by an illusionist or seer, both of which cannot equip particularly strong weapons. Rectify this problem by equipping the ninja's Dual Wield, which allows your character to hit twice with a follow-up strike.



RACES THAT USE THIS JOB



HUME

WARRIOR

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	CHARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	2	0%	40%	18			A	D	D	B	C	E	E

UNLOCK CONDITIONS

Initially Available

WEAPONS: Sword, Broadsword

ARMOR: Helm, Hat, Heavy Armor, Light Armor, Shield

JOB OVERVIEW

Similar to the hume soldier, warriors use a variation on the Arts of War ability set, which includes a number of new additions like Body Slam and Greased Lightning. They also have the highest HP growth rate of any job, along with the ability to equip heavy armor, helms, and shields to fortify themselves even further. Simply put, they're built for surviving on the front lines.

JOB STRATEGY

The majority of the warrior's attacks should be done with Greased Lightning, which inflicts damage similar to his standard attacks, but doesn't allow the target to use their reaction ability in retaliation. Save abilities like Rend Speed for the stronger enemies that confront you on the field. When you have the HP to spare, use Body Slam to deal damage to your enemy. You can cast Regen on your warrior to counter the HP loss, enabling you to use Body Slam more often.

ARTS OF WAR

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
First Aid	0	N/A	Restores own HP slightly	Broadsword
Rend Power	0	Varies by weapon	Lowers target's Attack.	Samson Sword
Rend Magick	0	Varies by weapon	Lowers target's Magick.	Buster Sword
Rend MP	0	Varies by weapon	Reduces target's MP.	Falchion
Rend Speed	0	Varies by weapon	Halves target's Speed.	Silver Sword
Body Slam	0	1	Powerful physical attack. Reduces own HP by 25% of damage dealt.	Stribog
Greased Lightning	0	Varies by weapon	Physical attack. Does not engage target's R-Abilities.	Gale Sword
Lifetop	16	Varies by weapon	Halves target's current HP.	Restorer
P Monkey Grip	N/A	N/A	Allows user to hold two-handed weapons (except Bows, Greatbows, and Hand-cannons) in one hand.	Predator
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Bronze Shield

TACTICS

Improving Their Range

None of the warrior's attacks have a bigger attack range than 1, so try giving your warrior long-range options by equipping the white monk's Discipline abilities. The bishop's Intercession is also a helpful option, giving him access to both attack and restorative magick.



Life Tap



RACES THAT
USE THIS JOB



Life Tap eliminates half the targeted enemy's HP, a useful property against stronger foes that have a lot of it. The hit rate on the attack is low, though, so try putting your enemy to Sleep before using it to increase its accuracy.



WHITE MONK

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	CHARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	3	5%	60%	30			D	D	B	B	D	D	E

UNLOCK CONDITIONS

Initially Available

WEAPONS: Knuckles

ARMOR: Light Armor

JOB OVERVIEW

White monks act as well-rounded units with both offensive and defensive capabilities. They have a good set of long-range abilities along with a number of restorative skills that cost nothing to use. Though you should usually play aggressively with them, their Defense rating is low, and they can't equip any sort of head gear. To counter the problem, bulk up their defenses by equipping multiple accessories.

JOB STRATEGY

Your biggest priority is to learn the long-range Air Render and the area-affecting Aura Blast. Both of these attacks should make up the entirety of your monk's offense. You can complement these skills with Earth Render as well, though it isn't necessary. Also learn Revive and Chakra, which enable the monk to take on restorative duties for no MP cost. Lastly, learn Exorcise as a means of combating the undead, as it's one of the few ways to destroy the graves they leave behind.

DISCIPLINE

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Roundhouse	0	1	Physical attack against all adjacent units.	Metal Knuckles
Air Render	0	3	Physical attack.	Kaiser Knuckles
Earth Render	0	4	Earth-elemental physical attack against units within target area.	Tiger Fangs
Aura Blast	0	4	Physical attack against units within target area.	Godhand
Chakra	0	N/A	Restores own HP and removes some debuffs.	Cat Claws
Revive	0	1	Revives target from KO status at 1 HP.	Survivor
Exorcise	0	1	Vanquishes undead.	Rising Sun
Holy Sign	0	1	Removes buffs from target.	White Fangs
R Reflex	N/A	N/A	Dodges standard attacks from all non-ranged weapons.	Ever Robe
R Counter	N/A	N/A	Responds to adjacent units' attacks with a standard attack.	Chainmail

TACTICS

Revive Advice

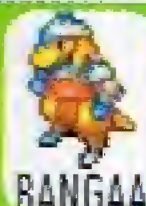
Revive brings an ally back to life with 1 HP. If the character you revive is attacked immediately afterwards, they'll have to be revived again. Only use this ability when you're being followed up by an ally who can heal them. If an enemy's turn is next in queue, it's better to wait.



Reflex

As effective as Counter is (especially for melee jobs obtained later), Reflex is a far better reaction ability for monks. It completely avoids all non-ranged weapon strikes, which is a great asset due to their poor Defense and the inability to wear heavy armors.

RACES THAT
USE THIS JOB



DEFENDER

DRAGON

WHITE MONK

WARRIOR

DRAGOON

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	3	0%	40%	18		B	C	B	A	B	E	E

UNLOCK CONDITIONS

Clear the Kyrre, Dragoon sub quest, then master two warrior action abilities

WEAPONS: Sword, Spear
ARMOR: Helm, Heavy Armor

JOB OVERVIEW

Despite their poor movement speed of 3, dragoons wield spears, which have a 2-panel attack range. They also have access to the Dragon Breath abilities, which are a group of elemental attacks with a wide targeting arc. In addition to their ranged attacks, dragoons have a high Attack growth rate and special strikes that inflict exceptionally high damage against drakes. Thus, dragoons are some of the strongest melee units available to the bangaa.

JOB STRATEGY

The dragoon's 2-panel attack range allows for attacks that can hit two lined up enemies simultaneously with a spear. However, you should eventually take the time to teach them the three types of Breath attacks, which enables a dragoon to strike all squares four panels in front of the unit. Though they initially deal about as much as a spear strike, you can use the corresponding breath elements to inflict extra damage to enemy weak points.

DRAGON SOUL

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Jump	0	4	Physical attack. Lowers hit rate to increase power. Can only use while equipping Spears.	Javelin
Lancet	0	1	HP-draining magick attack.	Restorer
Wyrmstamer	0	1	Vanquishes drakes.	Burglar Sword
Fire Breath	0	2	Fire-elemental physical attack against units within target area.	Lava Spear
Thunder Breath	0	2	Lightning-elemental physical attack against units within target area.	Gae Bolg
Ice Breath	0	2	Ice-elemental physical attack against units within target area.	Ice Lance
Wyrmkiller	0	Varies by weapon	Physical attack. Deals massive damage against Drakes.	Blood Sword
Bangaa Cry	0	2	Physical attack + Confuse debuff against enemies within target area.	Dragon Whisker
R Dragonheart	N/A	N/A	Granted Reraise buff once when taking damage.	Vitanova

TACTICS

Ultima Sword

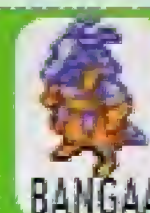
The Ultima Sword ability used by gladiators has an attack range that's dependant on the weapon equipped. If your character is holding a spear, then Ultima Sword can be used to affect two panels at once. Taking advantage of the gladiator's skill set, dragoons can use Ultima Sword to blast two lined-up enemies in a single shot.



Jump



RACES THAT
USE THIS JOB



The Jump skill, despite its high damage output and range, has an extremely low hit rate. If your enemy has the Stop or Sleep debuff though, the hit rate increases to 100%. Have an ally use Stop or Sleep on an enemy, then target the affected enemy with your Jump.

DEFENDER

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	30%	18		B	C	D	C	A	E	D

UNLOCK CONDITIONS

Master two gladiator action abilities

WEAPONS: Knightsword, Broadsword
ARMOR: Helm, Heavy Armor, Robe, Shield

JOB OVERVIEW

As their name implies, defenders act as a defensive unit. Their goal in battle is to march up to the front lines and absorb enemy attacks. This purpose is further supplemented by their Defense growth rate, which is the highest amongst all jobs. This stat can be increased even further through the use of their Defend or Defense Up abilities. However, their slow movement speed makes it difficult for them to establish their desired position. Equip them with Sprint Shoes to improve their mobility.

JOB STRATEGY

At the onset of battle, use the Bulwark ability to nullify any damage your defender receives for a single turn. Once protected, draw close to the enemy and stage a standard offense. Use the Aura ability once the MP is available to further boost your defenses. You can then use attacks like Whirl Burst or Mow Down to inflict damage to the groups of enemies attacking your defender. Keep in mind that Mow Down lowers your defender's Resilience to 0% temporarily, making him very vulnerable to debuffs. Avoid using the skill if your adversaries are using strong debuffs, like the malboro does.

Rend Weapon is also powerful once your defender enters the fray. This technique destroys the target's weapon, eliminating their main means of attack. Use the skill to disarm enemies before the remainder of your force comes into contact with them.

WARDING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Whirl Burst	0	1	Physical attack + Knockback against all adjacent units.	El-Cid
Meltdown	0	1	KOs self to deal damage equal to current HP to all adjacent units.	Vajira
Defend	0	Self	Increases own Defense and Resistance by 20% until next turn.	Lionheart
Rend Weapon	0	1	Destroys enemy's equipped weapon. Hit rate is one quarter of standard attack's.	Claymore
Hibernate	0	Self	Drops own Evasion and Resilience to 0% until next turn, but removes some debuffs from self.	Defender
Mow Down	0	1	Drops own Evasion and Resilience to 0% until next turn, but deals powerful physical attack to all adjacent units.	Stribog
Aura	28	Self	Gives Regen, Reraise buff to self.	Lohengrin
Bulwark	0	Self	Drops own Evasion and Resilience to 0% until next turn, but nullifies all damage taken.	Save the Queen
R Critical: Berserk	N/A	N/A	Gains Berserk debuff when HP Critical.	Gauntlets
P Tank	N/A	N/A	Allows any job to equip Helms and Heavy Armor.	Platinum Armor
P Defense Up	N/A	N/A	Raises Defense by 20%.	Diamond Armor

TACTICS

Surviving Meltdown

The powerful Meltdown ability sacrifices your defender to deal damage equal to their current HP. You can survive the penalty by using Aura to give your defender the Reraise buff. Once Meltdown is used, your defender will regain consciousness, though their HP will be low. Have a support unit replenish his HP once it's been used.

Covering Your Weaknesses

Many of the defender's techniques carry a penalty that reduces his Resilience to 0%. To compensate for this problem, have an ally cast Astra to increase his resistance to debuffs.



RACES THAT
USE THIS JOB



GLADIATOR

JOB
STATS

RANK

HP

MP

SP

ATK

DEF

MAG

RES

UNARMED

GROWTH

HP

MP

SP

ATK

DEF

MAG

RES

4

2

0%

40%

18

B

D

C

A

C

E

E

UNLOCK CONDITIONS

Master two warrior action abilities

WEAPONS: Blade

ARMOR: Hat, Light Armor

JOB OVERVIEW

Gladiators have the highest Attack growth of any job, giving them the means to wreck enemies with standard attacks and physical attack-based abilities. They can also learn a variety of magick-based strikes using the Fire, Ice, and Thunder elements, though their Magick stat doesn't grow very quickly. While gladiators are not the strongest of the bangaa melee units, it's a good starting job for any character moving on to stronger, close-range attack jobs.

JOB STRATEGY

Prioritize mastery of the gladiator's physical attack abilities, which take advantage of the gladiator's high attack stat. Recommended techniques are the Rush skill, which has a useful knockback effect, and Wild Swing which is their only attack with a wide area of effect. In regards to their magick-based skills, the gladiator's poor Magick stat causes these skills to be weak. Only use them against adversaries with the appropriate elemental weak point. The Ultima Sword ability is the only exception to this rule, which deals substantial damage regardless of your Magick rating.

SPARRING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Rush	0	Varies by weapon	Physical attack + Knockback against target unit.	Sweep Blade
Wild Swing	0	1	Physical attack against all adjacent units.	Ogun Blade
Beat Down	0	Varies by weapon	Physical attack. Lowers hit rate to increase power.	Shadow Blade
Blitz	0	Varies by weapon	Physical attack. Lowers power to increase hit rate.	Sun Blade
Fire Soul	4	1	Fire-elemental magick attack.	Flametongue
Thunder Assault	4	1	Lightning-elemental magick attack.	Air Blade
Blizzard Tackle	4	1	Ice-elemental magick attack.	Icebrand
Ultima Sword	32	Varies by weapon	Extremely powerful magick attack.	Materia Blade
R Strike Back	N/A	N/A	Dodges standard attacks from non-ranged weapons and responds with a standard attack.	Bone Plate
P Doublehand	N/A	N/A	Hold some one-handed weapons with both hands to increase attack by 20%.	Venus Blade

TACTICS

Long-distance Fighting

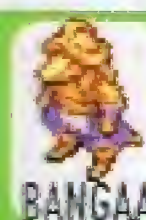
The gladiator's Sparring skill set doesn't include a single long-range attack. Equip the monk's Discipline abilities to give him access to Aurablast and Air Render, both of which have a wide attack range.



Improving Ultima Sword



RACES THAT
USE THIS JOB



BANGAA

The gladiator's Ultima Sword is easily their most powerful attack, but the MP cost is exceedingly high. Equip the Bishop's Halve Magick to lower the overall price.

MASTER MONK

JOB
STATS

RANK

HP

MP

SP

ATK

DEF

MAG

RES

UNARMED

GROWTH

HP

MP

SP

ATK

DEF

MAG

RES

4

3

10%

70%

42

D

D

B

A

C

C

0

UNLOCK CONDITIONS

Clear the *Banbanga!* sub quest, then master two warrior action abilities, and two white monk action abilities.

WEAPONS: Pole

ARMOR: Hat, Light Armor

JOB OVERVIEW

With an unparalleled unarmed attack rating, the master monk is often more powerful unarmed than they are with a weapon. They also have access to the Martial Arts ability set, which consists of a group of both long and short-range attacks that deal heavy damage. That, combined with their impressive Evasion and Resilience ratings, makes the master monk a force to be reckoned with at close quarters.

JOB STRATEGY

The master monk's attack strategy revolves around the potent Martial Arts abilities. The strongest of these skills are Pummel, which executes two consecutive physical attacks, and Cross-counter, which inflicts double damage against opponents with Counter or Blink Counter set as their reaction ability. There's also the Dark Fist skill, which is a long-range attack that can strike two panels simultaneously. When fighting against strong opponents with heavy armor equipped, try using Rend Armor to permanently lower their defenses. Match these with the Unscarred-Support Ability to increase a master monk's damage output even further.

MARTIAL ARTS

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Pummel	0	1	Executes two consecutive physical attacks.	Eight-fluted Pole
Dark Fist	0	2	Physical attack against units within target area. Reduces own HP by 25% of damage dealt.	Battle Bambo
Withering Strike	0	4	Deals damage in inverse proportion to current HP.	Gokuu Pole
Lifebane	0	1	Physical attack + Doom debuff.	Esztom Baton
Holy Strike	0	1	Holy-elemental physical attack.	Sanjiegun
Cross-counter	0	1	Physical attack. Deals huge damage. Does not invoke target's Counter or Blink Counter ability.	Fanatic
Inner Focus	0	Self	Restores own HP and removes some debuffs. Amount restored is based on Attack rating.	Tonfa
Rend Armor	0	1	Destroys enemy's equipped armor. Hit rate is one quarter of standard attack's.	Cypress Pole
R Blink Counter	N/A	N/A	Responds to adjacent units' attacks with a knockback-causing standard attack.	Bone Armlets
P Unscarred	N/A	N/A	When HP are full, user's Attack, Defense, Magick, and Resistance increase by 50%.	Judicer's Coat

TACTICS

Keeping the Unscarred Stat Boost

The Unscarred stat increase only takes effect when your monk has full HP. Since it's a lot of effort to restore the small amounts of damage taken, cast Regen on him to keep his HP high. The clan privilege Regen is the most useful means of doing this.



Withering Strike



RACES THAT
USE THIS JOB



BANGAA

The long-range attack Withering Strike deals damage inverse in proportion to your monk's current HP. In other words, the less HP you have the more damage it deals, making it quite powerful as a means of dealing fatal blows in near-death situations. Unfortunately, its hit rate is quite low. Try using it when your enemy has been afflicted with the Stop or Sleep debuffs, in which case the hit rate improves.

BISHOP

JOB
STATS

RISK

MOVE

JUMP

EVASION

RESISTANCE

UNARMED

GROWTH

HP

MP

SPD

ATK

DEF

MAG

RES

3

2

0%

60%

10

D

C

E

E

E

B

C

UNLOCK CONDITIONS

Master two white monk action abilities

WEAPONS: Staff

ARMOR: Hat, Light Armor, Robe

JOB OVERVIEW

As the only magick-using job available to the bangaa, the bishop wields a combination of support and attack magick to aid his brethren in combat.

Unfortunately, the bangaa aren't built for magick use, which is readily apparent from their average Magick stat. The Intercession spells also have poor range, making it difficult to cast while staying out of harm's way. Though usable, bishops are weaker than the other casting jobs other races have to offer, so you may end up sticking with the bangaa's formidable melee units instead.

JOB STRATEGY

Since their stronger spells cost too much to cast during your first turn, use the Wait command to gain MP. When your foe moves closer to your position, use Aero or Water to damage them. Many monsters are weak to the Water and Wind elements, so both spells should be quite useful in most situations. Though it is difficult to master, the Halve MP ability is extremely helpful for lowering the casting cost of these spells.

INTERCESSION

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Cura	14	4	Holy-elemental recovery magick. Restores HP of units within target area.	Healing Staff
Dispel	12	3	Removes buffs from units within target area.	Staff of Blessings
Holy	32	3	Holy-elemental magick attack against units within target area.	Nirvana
Barrier	8	3	Deals Protect, Shell buff to target.	Pomegranate Staff
Water	14	3	Water-elemental magick attack against units within target area.	Spring Staff
Aero	14	3	Wind-elemental magick attack against units within target area.	Judicer's Staff
Break	24	3	Deals Stone debuff to target.	Serpent Staff
Pilfer	6	3	Steals target's Loot. Hit rate is half of standard attack's.	Cheer Staff
R Magick Counter	N/A	N/A	Casts some targeted magick effects back at their caster. MP required is equal to MP cost of the spell cast.	Somite Coat
P Halve MP	N/A	N/A	Halves MP casting cost of all A-Abilities.	Luminous Robe

TACTICS

Overcoming Genealogy

Most bangaa jobs are attack-oriented, making their Magick stat very difficult to increase. This causes your bangaa's Magick strength to be comparatively low by the time you unlock the bishop job. To get around the problem, equip him with the templar's Sacred Blade abilities for extra support.



Break + Pilfer



RACES THAT
USE THIS JOB



Unlike the thief's Thievery, Pilfer can steal Loot from an adversary an unlimited amount of times, regardless of Loot level. Use Break to turn an enemy to stone, which increases your success rate, and then steal from them as many times as you want.

TEMPLAR

JOB
STATS

RISK

MOVE

JUMP

EVASION

RESISTANCE

UNARMED

GROWTH

HP

MP

SPD

ATK

DEF

MAG

RES

3

2

0%

40%

18

C

D

E

B

A

D

D

UNLOCK CONDITIONS

Master two bishop action abilities

WEAPONS: Knightsword, Spear

ARMOR: Helm, Hat, Heavy Armor, Robe

JOB OVERVIEW

Though templars do have high Attack and Defense growth rates, they're ultimate role is to act as support. Many of their abilities reduce enemy MP

or seal their ability to cast magick. As a result, templars are very good at hunting spell casters. However, they can also have a substantial effect on any unit type via their Speed-affecting spells, which can greatly improve your party's turn speed.

JOB STRATEGY

The templar's objective is to weaken spell casters with either Rasp or Silence, and then move in and inflict damage with standard attacks.

Rasp has a high hit rate and reduces enemy MP significantly, so it's useful to have around if Silence isn't an option. Against non-magick-using enemies, use Piercing Cry to reduce an enemy's Speed, then Haste to improve your party's Speed. This drastically increases the amount of turns your clan takes over the enemy, making them that much easier to defeat.

SACRED BLADE

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Astro	8	4	Guards units within target area against one debuff.	Save the Queen
Piercing Cry	0	1	Lowers Speed of all adjacent units.	Javelin
Rasp	8	3	Reduces MP of units within target area.	Apocalypse
Discipline	0	Self	Increases own Attack.	Partisan
Silence	8	3	Deals Silence debuff to units within target area.	Ragnarok
Soul Sphere	0	4	Reduces target's MP.	Arch Sword
Haste	8	3	Doubles target's Speed.	Lohengrin
Lifebreak	0	Varies by weapon	Dark-elemental. Deals damage in inverse proportion to current HP.	Kain's Lance
R Bonecrusher	N/A	N/A	Responds to standard attacks from non-ranged weapons with an attack that deals 1.5x damage received.	Dragon Mail
P Attack Up	N/A	N/A	Raises Attack by 20%.	Trident

TACTICS

Maximizing Attack Options

Templars have almost no abilities that help them deal damage, so equip the Discipline action abilities to help them take on offense-oriented duties. The gladiator's Sparring is also recommended if your templar has a spear equipped, since these attacks adapt the spear's two panel range. Also try the dragoon's Dragon Soul skill set, which opens up the Jump attack.

Lifebreak

Similar to Withering Strike, Lifebreak deals damage inverse in proportion to your templar's current HP, so the less HP you have, the more damage it inflicts. This is particularly useful with spears, which increases the affecting range to two panels. Use Lifebreak to stage comebacks when you're running low on HP.

RACES THAT
USE THIS JOB



CANNONEER

JOB
STATS

BASIC

MOVE

HP

ENHANCE

RESISTANCE

UNARMED

GROWTH

HP

MP

SPD

DEF

MAG

RES

3

3

0%

40%

10

C

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D

UNLOCK CONDITIONS

Clear *The Bangaa Brotherhood* sub quest, then master two dragon action abilities

WEAPONS: Hand-cannon
ARMOR: Hat, Light Armor

JOB OVERVIEW

Cannoneers come equipped with hand-cannons, a damaging firearm with a wide attack range. Their Cannonry abilities are designed to enhance their standard shots, improving their attack capabilities dramatically. They also have access to the restorative Potion Shell and Ether Shell abilities, which adds to their versatility. Simply put, cannoneers act as all-purpose, long-range attack units.

JOB STRATEGY

With a hand-cannon equipped, cannoneers can greatly enhance their standard attacks by using action abilities. It's possible to stack several of these enhancements on to one shot. For example, an attack made after using Foresight and Buckshot strikes twice on a wide field of adversaries with only a single attack. Although the enhancement process is time consuming, spells like Haste help speed things up a bit. Knowing this, keep your cannoneer at the back of your party and stack abilities appropriate to the situation. If you're trying to eliminate a single enemy, stack Prime and Foresight together to inflict significant damage. Against groups, use the aforementioned Foresight and Buckshot combination. In cases where your enemy is close to being defeated, try using mortar to quickly finish them off.

In addition to their attack capabilities, cannoneers also have access to Ether Shell and Potion Shell, which restores MP or HP to the targeted unit. Both of these abilities have a 4-panel range, making them extremely useful for emergency support.

CANNONRY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Prime	0	Self	Increases own Attack by 80%. Can only be used once.	Diklum
Foresight	0	Self	Allows self to execute two attacks in one turn. Can only be used once.	Supernal Ray
Buckshot	0	Self	Increases standard attack's affect area. Can only be used once.	Omnis Cannon
Scape	0	Self	Increases hit rate of standard attacks by 30%. Can only be used once.	Ligatur
Mortar	0	4	Powerful physical attack. Cannot move on your next turn.	Massive Bazooka
Target	0	4	Deals a powerful physical attack with 100% hit rate on your next turn.	Dramaeo
Potion Shell	0	Varies by weapon	Restores 60 HP to target.	Hand Cannon
Ether Shell	0	Varies by weapon	Restores 60 MP to target.	Brevis
R Blur	N/A	N/A	Dodges all attacks from Guns, Hand-cannons.	Fortune Ring

TACTICS

Mortar

Mortar instantly inflicts major damage to enemies within a 4-square range. The consequence for using it is the inability for the cannoneer to move during their next turn. However, the mobility penalty isn't a problem if you initially use it near a large group of enemies. Mortar's attack range is so large that you may not have to move closer to a foe. You can also use allies to knock enemies closer to your cannoneer with skills like Rush.

Target

For a single shot, the Target skill increases your cannoneer's hit rate to 100%. This property is helpful against enemies with a high Evasion stat. Try using it in combination with other skills to deal damage without the worry of missing your target.



RACES THAT
USE THIS JOB



BANGAA

TRICKSTER

JOB
STATS

BASIC

MOVE

HP

ENHANCE

RESISTANCE

UNARMED

GROWTH

HP

MP

SPD

DEF

MAG

RES

4

3

10%

60%

10

E

E

A

D

D

A

D

UNLOCK CONDITIONS

Clear the *Sleight of Hand* sub quest, then master two master monk action abilities.

WEAPONS: Card
ARMOR: Hat, Light Armor

JOB OVERVIEW

Tricksters specialize in administering debuffs via their Sleight of Hand abilities, while also using Cards as their weapon of choice. Their Speed and

Magick growth rates are exceedingly high, making it the best job to give a bangaa if you want to increase their Magick stat.

JOB STRATEGY

Your first objective is to charge MP for the Suggestion ability, which has a high MP cost. Use your trickster's long-range standard attacks to

deal damage to enemies from a distance. You can also use Mug to steal Loot from enemies while attacking, though the steal success rate lowers with each use. When you have the MP needed, move into casting range and start using Suggestion, a debuff that turns the target into a toad. Enemies with the Toad debuff cannot initiate any action other than Move, leaving them powerless. It's actually possible to win battles by turning every enemy on the field into a toad, though this is difficult to do.

SLEIGHT OF HAND

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Snigger	8	4	Deals Berserk debuff to target.	Eight of Hearts
Suggestion	32	4	Deals Toad debuff to target.	Six of Diamonds
Hypochondria	12	4	Deals Poison debuff to target.	Four of Spades
Shadow of Doubt	12	4	Deals Immobilize debuff to target.	Jack of Diamonds
Charisma	24	4	Deals Charm debuff to target.	Two of Clubs
Agitate	8	4	Deals damage in inverse proportion to current HP.	Queen of Clubs
Traumatize	8	4	Deals damage in proportion to number of debuffs on target.	King of Hearts
Mug	0	1	Physical attack. Randomly steals 1 Loot from target.	Ace of Spades
R Absorb Damage	N/A	N/A	Restores 10% of damage received as HP.	Thief's Cap
P Ribbon-bearer	N/A	N/A	Allows user to wear Ribbon regardless of gender.	Orb of Minwu

TACTICS

Long-Range Ultima Sword

Equipping the Sparring ability set gives your trickster access to Ultima Sword, a damaging magick attack that gets its attack range from the user's equipped weapon. With cards equipped, Ultima Sword has a huge attack range. Try setting the Halve MP ability to increase the amount of times you can use it.



Traumatize



RACES THAT
USE THIS JOB



BANGAA

The base damage for the Traumatize ability is 5, but it doubles with every debuff the target is afflicted with. When inflicted with 8 debuffs, it deals 999 damage. Have your allies use Expose Weakness and Mirror Remedy to infect an enemy with lots of debuffs very quickly.

BEASTMASTER

JOB STATS

BASE	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	3	0%	40%	18		C	D	C	A	C	E	D

UNLOCK CONDITIONS

Clear the *Knowing the Beast* sub quest

WEAPONS: Instrument

ARMOR: Hat, Light Armor

JOB OVERVIEW

The beastmaster uses skills that allow them to control specific monster types. Once under their influence, they can then use any of the monster's own action abilities. Beastmasters also have a high Attack stat growth, which helps them stage a standard melee-based offense when there aren't any monsters to control.

JOB STRATEGY

Beastmasters cannot take full control of a monster; using their *Beast Lore* ability only gives them access to a handful of their action abilities and the *Attack* command. You can choose freely between the options available, but keep in mind that the ability's target range extends from the monster, not the beastmaster. Since they can only attack enemies within the monster's range, the most useful monsters to control are the ones with long-ranged attacks. For that reason, creatures like the wolf and drake are some of your better options. Also remember that beastmasters aren't very effective without monsters on the field, so check the enemy's party configuration before deploying him. If you happen to have a weapon in your inventory that allows you to control a specific monster appearing in battle, make sure to equip your beastmaster with that weapon before including him in your party.

TACTICS

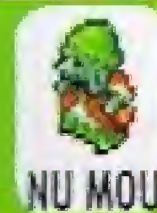


Filling the Gaps

Beast Lore's usefulness varies greatly based on the abilities and positioning of the enemies you're facing. This means there are number of situations where the ability set doesn't have any use. Prepare for these instances by equipping your beastmaster with action abilities like *Black Magick* or *Sagacity*.



RACES THAT USE THIS JOB



NYMON

Accessibility

Some monster abilities can't be accessed when a beastmaster is controlling them. This mostly includes skills that deal the *Charm* debuff, or abilities such as *Self-destruct* that sacrifice the monster's life. This is to keep you from using these skills to cause a bomb to kill itself.

BEAST LORE

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Baknamy	0	2	Controls Baknamy, granting access to standard attack and Taktak A-Ability.	Demon Bell
Sprite	0	2	Controls Sprite, granting access to standard attack and Mischief A-Ability.	Faerie Harp
Lamia	0	2	Controls Lamia, granting access to standard attack and Darkness A-Ability.	Glass Bell
Wolf	0	2	Controls Wolf, granting access to standard attack and Maw A-Ability.	War Trumpet
Dreamhare	0	2	Controls Dreamhare, granting access to standard attack and Enticement A-Ability.	Lamia Harp
Werewolf	0	2	Controls Werewolf, granting access to standard attack and Call of the Wild A-Ability.	Frigid Viol
Antlion	0	2	Controls Antlion, granting access to standard attack and Sands A-Ability.	Faerie Harp
Shelling	0	2	Controls Shelling, granting access to standard attack and Shell Crush A-Ability.	Conch Shell
Malboro	0	2	Controls Malboro, granting access to standard attack and Halitosis A-Ability.	Glass Flute
Deadly Nightshade	0	2	Controls Deadly Nightshade, granting access to standard attack and Deadly Nightshade A-Ability.	Lamia Harp
Cockatrice	0	2	Controls Cockatrice, granting access to standard attack and Territorialism A-Ability.	Heal Chime
Flan	0	2	Controls Flan, granting access to standard attack and Metamorphosis A-Ability.	Demon Bell
Bomb	0	2	Controls Bomb, granting access to standard attack and Volatility A-Ability.	Glass Flute
Zombie	0	2	Controls Zombie, granting access to standard attack and Death's Grasp A-Ability.	Black Quena
NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Ghost	0	2	Controls Ghost, granting access to standard attack and Ghostly Touch A-Ability.	Black Quena
Deathscythe	0	2	Controls Deathscythe, granting access to standard attack and Nightmare A-Ability.	Black Quena
Floating Eye	0	2	Controls Floating Eye, granting access to standard attack and Parasite A-Ability.	Brilliant Theorbo
Ahriman	0	2	Controls Ahriman, granting access to standard attack and Enthralment A-Ability.	Brilliant Theorbo
Headless	0	2	Controls Headless, granting access to standard attack and Brute Force A-Ability.	Satyr Flute
Behemoth	0	2	Controls Behemoth, granting access to standard attack and Bestial Force A-Ability.	Shining Lute
Drake	0	2	Controls Drake, granting access to standard attack and Wyrmlcraft A-Ability.	Hurdy-gurdy
R Critical: Haste	N/A	N/A	Gains Haste buff when HP Critical.	Ninja Gear
P Immunity	N/A	N/A	Nullifies buffs and most debuffs.	Survival Vest



TIME MAGE

JOB STATS

BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	DEF	MAG	RES
3	2	0%	50%	10			E	B	D	E	A	A

UNLOCK CONDITIONS

Master five black mage action abilities

WEAPONS: Rod

ARMOR: Hat, Light Armor, Robe

JOB OVERVIEW

Avoiding the conventional ways of combat or restorative magick, the time mage instead uses the control of time to raise or lower the speed of the combatants on the field. With this ability comes the impressive Magick and Resistance stats, though they don't have any magick that deals direct damage. They can, however, put those stats to use by equipping a secondary ability set with attack spells, which can be useful once the time mage has finished buffing their allies.

JOB STRATEGY

The time mage's goal is to manipulate the passage of time to make your clan's turns come faster. Using Haste on your allies, which doubles their speed, is your best method of doing this. Until Hastega is learned, have your time mage use Haste on himself first, so that his turns come up faster, then order him to cast it on allies. The Slow spell can also be used to lower the speed at which enemies gain turns, but using Haste on your own members should always be your priority. In addition to these, the Quicken spell causes the targeted unit's turn to come up instantly, enabling you to bring up any chosen unit's turn whenever the need arises. This can be used on allies with powerful attacks or restorative abilities that are needed in emergency situations.

TIME MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Haste	8	3	Doubles target's Speed.	Firewheel Rod
Hastega	16	3	Bestows Haste buff to units within target area.	Flame Rod
Quicken	12	3	Target's turn comes up immediately.	Thor Rod
Slow	8	3	Halves Speed of units within target area.	Terre Rod
Reflect	8	3	Reflects some A-Abilities back at the caster.	Thunder Rod
Stop	12	3	Renders target unable to take turn.	Chill Rod
Extend	8	3	Doubles effect time of debuffs for units within target area.	Stardust Rod
Undo	14	3	Returns target's HP and MP to what they were in the previous turn.	Crown Scepter
R Critical: Quicken	N/A	N/A	Turn comes up immediately when HP Critical.	Magus Robe
R Evade Magick	N/A	N/A	Dodges all damage-dealing magick attacks.	Magick Robe

TACTICS

Quicken Crossfire

An amusing way of quickly moving around is to equip two characters with Quicken, and then have them trade turns using it on each other after each has moved. They can continue casting it on each other until they run out of MP, enabling them to move endlessly before any other unit gets a turn. This trick comes in handy during exploration missions or in situations where you want to open a distant treasure chest.



Undo



RACES THAT USE THIS JOB



The Undo technique essentially reverses the last action taken that affected a unit's HP or MP. For example, if you use Undo on an adversary that just healed himself, their HP will return back to the amount it was before the healing. If used on an ally that took damage from an enemy attack, it will undo the damage dealt. Use Undo to reverse the negative affects of both attacks and enemy healing.

ALCHEMIST

JOB STATS

BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	DEF	MAG	RES
3	3	0%	60%	10			D	A	C	D	E	A

UNLOCK CONDITIONS

Master two illusionist action abilities

WEAPONS: Mace

ARMOR: Hat, Light Armor

JOB OVERVIEW

Alchemists gain an additional Item category to their ability list, which allows them to use items in addition to two other action ability sets. Their native Alchemy skill set is home to a number of powerful attack spells, many of which are highly useful because of their non-elemental nature. They also have the strongest stat build of any nu mou job, featuring incredibly high MP, Magick, and Resistance growth rates. All of these things are an incredible combination of assets for a single class, making the alchemist a strong choice as the main job for a nu mou character.

JOB STRATEGY

The alchemist has myriad support skills that can cripple enemies with debuffs, but their attack strategy should revolve around the direct damage spells Protometeor and Flare. Since both attacks are considered non-elemental, they can be used against any enemy type regardless of their elemental resistances. Protometeor specifically deals far more damage than spells like Fire while using comparatively little MP. Because of this, it's possible to use it every turn and still manage to save MP for bigger spells like Flare or Toad, which can be used during the later stages of battle to remove an enemy from play.

ALCHEMY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Astro	8	4	Deals Astro debuff to units within target area.	Sage Crosier
Transmute	8	1	Turns enemy in HP Critical status into the consumable item they are carrying.	Zeus Mace
Protometeor	8	3	Magick attack against units within target area.	Scorpion Tail
Rasp	8	3	Reduces MP of units within target area.	Energy Mace
Flare	16	3	Magick attack.	Lotus Mace
Poison	8	4	Deals Poison debuff to units within target area.	Druid Mace
Toad	32	3	Deals Toad debuff to target.	Mandragora
P Magick Up	N/A	N/A	Raises Magick by 20%.	Life Crosier
P Safeguard	N/A	N/A	Prevents user's equipment from being destroyed or stolen, and renders all Thievery abilities ineffective.	Adamant Vest
P Item Lore	N/A	N/A	Doubles HP recovered with consumable items.	Wizard's Hat

TACTICS

Include Other Types of Magic

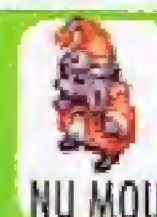
Protometeor is a great non-elemental attack spell, but when facing enemies with a specific elemental weak point, it's more efficient to strike with that element. Set a second action ability set with elemental magick, like Black Magick or Sagacity, to allow you to damage the widest range of enemies possible.



Transmute



RACES THAT USE THIS JOB



Transmute turns your enemy into one of the items they are carrying. Use it on foes carrying valuable items like Grimoire Stones. Unfortunately, this process destroys the enemy, meaning you won't get any Loot for defeating them.

ARCANIST

JOB STATS	BASE	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	50%	10		E	A	E	E	E	C	D

UNLOCK CONDITIONS

Clear *The Nu Mou Nobles* sub quest, then master two time mage action abilities.

WEAPONS: Rod

ARMOR: Hat, Light Armor, Robe

JOB OVERVIEW

Arcanists specialize in Dark magick, which includes HP-stealing spells and a number of skills that only target units of a specific level. Though the nature of their spells causes their effectiveness to be erratic, when the numbers are in their favor, they can deal massive damage to many enemies at a time. This purpose is backed by their high MP growth rate, which is needed to help them deal with their MP-heavy spells. The remainder of their attributes are extremely low, so give them strong equipment to cope with their deficiencies.

JOB STRATEGY

The powerful spells Lv. 3 Dark, Lv. 5 Haste, and Lv. ? Shadowflare find targets by only looking for units of a certain level, regardless of whether they are friend or foe. Though often difficult to use because of their erratic targeting nature, it is always worth seeing who they'll target before abandoning them. To determine whether it's worth using one, check the levels of your enemies and allies before casting. You can also build your party deployment around these spells, choosing only units that can't be targeted or damaged by them.

In cases where the above spells aren't useful, fall back on the Death, Graviga, and Drain spells. Death and Graviga both initially have poor hit rates, but they are powerful if they hit. Drain absorbs HP from the targeted unit, transferring the damage amount to the caster as restored HP. Though very useful as a means of restoring life, Drain inflicts a respectable amount of damage, so use it even if your HP is full. You can also use Syphon to restore HP, though this strikes the target's MP instead, a powerful ability to use against mages.

ARCANE MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Death	16	3	KO's target.	Heretic Rod
Drain	12	4	HP-draining magick attack.	Sleet Rod
Syphon	12	4	Magick attack. Reduces MP of target unit and converts it to HP for caster.	Terre Rod
Gravity	12	3	Reduces target's remaining HP by 25%.	Force Rod
Graviga	22	3	Reduces target's remaining HP by half.	Stardust Rod
Lv. 3 Dark	8	N/A	Dark-elemental magick attack. Targets all units whose level is a multiple of 3.	Flame Rod
Lv. 5 Haste	8	N/A	Gives Haste buff. Targets all units whose level is a multiple of 5.	Lilith Rod
Lv. ? Shadowflare	12	N/A	Dark-elemental magick attack. Targets all units who share the first digit of the caster's level.	Bomb Arm
R MP Shield	N/A	N/A	Loses MP instead of taking HP damage. If damage taken is greater than current MP, the difference is taken from HP.	Mirage Vest
P Pierce	N/A	N/A	User's spells break through when targeting opponents with Reflect buff.	Red Robe

TACTICS

Instant Death

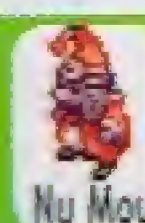
To compensate for the Death ability's poor hit rate, use Sleep to incapacitate the enemy first, which raises Death's hit rate to 100%. If your adversary has equipment that nullifies Death, use Graviga instead.



Absorbing Dark Magick



RACES THAT USE THIS JOB



Equip your allies with equipment that drains the Dark element, then freely use Lv. 3 Dark or Lv. ? Shadowflare. Any allies the spells target will instead gain HP instead of losing it, removing the risk behind using the spells.

SAGE

JOB STATS	BASE	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	3	0%	60%	15		C	C	D	C	B	B	C

UNLOCK CONDITIONS

Master one beastmaster and two white mage abilities.

WEAPONS: Mace

ARMOR: Hat, Light Armor, Robe, Shield

JOB OVERVIEW

The sage's Sagacity spells forfeit attack range for an increased damage output. Their unusually high Movement and Jump stats help to compensate for this problem, enabling them to move into necessary attack positions. However, the high cost of their spells, in combination with their poor MP growth rate, is a tough burden for a caster to bear.

JOB STRATEGY

The core of the sage's offense is divided between spells that can be used against a group of enemies, such as Scathe and Gigafare, and skills that only target a single unit, like Ultima Blow. These spells require a ton of MP to use, so take no actions during the early stages of battle to build up your MP reserves. When you're ready to move in, use Gigafare and Scathe against groups of enemies, and Ultima Blow against the stronger units on the field. Your sage has to be next to the enemy to use Ultima Blow, so equip him with Reflex to keep him safe from physical attacks.

SAGACITY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Blind	8	4	Deals Blind debuff to target.	Druid Mace
Water	14	3	Water-elemental magick attack against units within target area.	Battle Mace
Aero	14	3	Wind-elemental magick attack against units within target area.	Energy Mace
Scathe	32	4	Magick attack against units within target area.	Morning Star
Esunaga	24	4	Removes all debuffs from units within target area.	Life Crozier
Gigafare	32	3	Magick attack against units within target area.	Lotus Mace
Bio	18	3	Magick attack + Poison debuff against units within target area.	Mandragora
Ultima Blow	32	Varies by weapon	Extremely powerful magick attack.	Zeus Mace
R Reflex	N/A	N/A	Dodges standard attacks from all non-ranged weapons.	Ever Robe
P Defense Up	N/A	N/A	Raises Defense by 20%.	Black Garb
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Round Shield

TACTICS

Improve MP Reserves

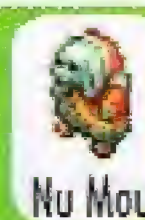
Since the sage has a difficult time obtaining the MP needed for spells, equip the passive ability Halve MP or use the clan privileges MP Channeling or MP Efficiency. This will allow him to use some of the more damaging spells in his arsenal more frequently.



Moving In



RACES THAT USE THIS JOB



The nu mou race doesn't have access to ranged weapons, so Ultima Blow, which is fixed to your weapon radius, always has a 1-tile range. Equip your sage with Sprint Shoes to increase their movement, which will help them move closer to enemies.

SCHOLAR

JOB
STATS

BASIC

MOVE

JUMP

EVASION

RESILIENCE

UNARMED

GROWTH

HP

MP

SPD

ATK

DEF

MAG

RES

4

3

0%

40%

15

C

D

C

A

D

D

D

UNLOCK CONDITIONS

Clear the *Treasured Tones* sub quest, then master one sage action ability, and one time mage action ability

WEAPONS: Book

ARMOR: Hat, Light Armor

JOB OVERVIEW

Scholars use abilities that target all units on the field, regardless of whether they're allies or enemies. Though risky, measures can be taken to reduce or nullify the damage dealt to your party, making these types of spells far more useful. Strangely enough, the scholars' Attack growth is also extremely high, so they can join the remainder of your units in direct combat whenever necessary.

JOB STRATEGY

Spells like *Thunder Flare Tome* and *Shadow Shade Tome* target all units on the map for the same MP cost as *Illusion* spells. Since *Illusions* only target enemies, it may seem like they have an advantage over the *Lore* skills. However, you can equip all of your allies with equipment that absorbs a *Lore* ability's element, turning the damage dealt into HP restored. For example, if you equip all allies with the *Dark-absorbing Bone Plate*, *Shadow Shade Tome* will damage every enemy on the field while also restoring your allies. This is the key factor that enables your scholar to be effective in combat.

LORE

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Study	0	4	Reveals all of target's loot, gil, and consumable items.	Battle Folio
Natural Selection	18	All of 1 race	Magick attack against all units of the selected race.	Enavia Chronicles
Earth Dragon Tome	28	All	Earth-elemental magick attack against all units.	Mage Manual
Rime Bolt Tome	28	All	Ice-elemental magick attack against all units.	Urutan Annals
Thunder Flare Tome	28	All	Lightning-elemental magick attack against all units.	The Armath Glyphs
Shadow Shade Tome	28	All	Dark-elemental magick attack against all units.	Veil of Wiyu
Force	6	4	Increases Resilience of all units within target area.	Tome of Ending
Mad Scientist	18	4	Gives one of the following buffs to target: Shell, Protect, Haste, Regen, Reflect, Reraise.	Edaraya Scriptures
P Spellbound	N/A	N/A	Doubles duration of buffs on target.	Tiara

TACTICS

Natural Selection

The discriminatory *Natural Selection* lets you choose a specific race to target, casting the spell on every unit of that race. If you make sure to not deploy any units that share the same race as your rival, you can then use the spell to target only enemies. For example, if there are a lot of *seeq* among the enemy deployment, don't deploy any *seeq*, and then use this spell to attack the enemy *seeq*.



RACES THAT
USE THIS JOB



Nu Mou

FENCER

JOB
STATS

BASIC

MOVE

JUMP

EVASION

RESILIENCE

UNARMED

GROWTH

HP

MP

SPD

ATK

DEF

MAG

RES

4

2

0%

40%

18

B

E

B

A

D

E

E

UNLOCK CONDITIONS

Initially Available

WEAPONS: Rapier

ARMOR: Hair Accessory, Hat, Light Armor, Shield

JOB OVERVIEW

The first melee job open to the *viera* is the *fencer*, a rapier-wielding class with an excellent Attack growth rate. Their main ability set, *Fencing*, offers a variety of physical strikes that allow them to attack from a distance or inflict debuffs on unsuspecting enemies. Though weak during the later stages of the game, the *fencer's* stat build acts as a necessary bridge to the *viera's* other melee jobs, such as the *assassin* or *spellblade*.

JOB STRATEGY

Despite being a melee job, *fencers* do not inflict much damage at low levels. Instead of focusing on physical strikes, use debuffs like the *poison-inflicting Swarmstrike* or the *speed-altering Shadowstick* to weaken your enemy. You can then move in with standard attacks once your enemy has a debuff ailing them. Other skills like *Piercing Blow* and *Nighthawk* can be used to attack enemies at great distances, but they aren't very powerful early on. Try using them when your *fencer* is at a higher level.

FENCING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Swarmstrike	0	Varies by weapon	Physical attack + Poison debuff	Stinger
Shadowstick	0	Varies by weapon	Lowers target's Speed.	Silver Rapier
Checkmate	0	Varies by weapon	Inflicts Doom debuff.	Gupri Ago
Featherblow	0	Varies by weapon	Physical attack. Minimal power with increased hit rate.	Estoc
Swallowtail	0	1	Physical attack against all adjacent units.	Djinn Flyssa
Manastrike	0	Varies by weapon	Reduces target's MP.	Mage Masher
Piercing Blow	0	2	Physical attack against units within target area.	Flamberge
Nighthawk	0	4	Physical attack with long range.	Joyeuse
R Reflex	N/A	N/A	Dodges standard attacks from all non-ranged weapons.	Ever Roba
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Bronze Shield

TACTICS

Add Magick

The *Fencing* ability set doesn't consume MP, so charging MP with a *fencer* is easy. Make use of the MP reserve with *Red Magick* spells, which include a mix of both support and attack magick. You can trade this out with *Summoning* later on, which is quite powerful.



RACES THAT
USE THIS JOB



Viera

ELEMENTALIST

GREEN MAGE

FENCER

SCHOLAR

GREEN MAGE

JOB STATS	HP	MP	SPD	DEF	MAG	RES
BASIC	3	3	0%	70%	10	
GROWTH	D	D	A	D	C	D

UNLOCK CONDITIONS

Clear the *Green Dominion* sub quest, then master one white mage action ability

WEAPONS: Hammer, Mace

ARMOR: Hair Accessory, Hat, Light Armor, Robe

JOB OVERVIEW

Specializing in support magick, green mages spend their time assisting allies and casting debuffs on their enemies. Though focused on magick, their Speed rating takes the spotlight away from their Magick stat, which helps them gain turns at a rapid pace and aid allies as often as possible. In addition to their support role, green mages can also use Hammers, which have a high enough attack strength to allow them to deal damage through standard attacks.

JOB STRATEGY

Have your green mage cast Protect and Shell on your allies while they are clustered together at the start of battle. Both spells have a 100% success rate, so they're guaranteed to be effective. Also learn Tranq, which raises the hit rate of all units within the target area. The green mage can use this to increase her own hit rates, improving the chances of Silence and Sleep taking effect.

GREEN MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Protect	8	4	Increases Defense of a unit by 30%.	Iron Hammer
Shell	8	4	Increases Resistance of a unit area by 30%.	War Hammer
Tranq	8	4	Increases Accuracy of a unit area.	Sage Crosier
Leap	18	4	Increases Move and Jump of a unit.	Mandragora
Blind	8	4	Deals Blind debuff to target.	Druid Mace
Oil	8	4	Increases damage dealt by fire-elemental attacks against target.	Sledgehammer
Silence	8	3	Deals Silence debuff to units within target area.	Energy Mace
Sleep	12	4	Deals Sleep debuff to units within target area.	Battle Mace
R Evade Magick	N/A	N/A	Dodges all damage-dealing magick attacks.	Magick Robe
R Halve MP	N/A	N/A	Halves MP casting cost of all A-Abilities.	Lordly Robe
P Spellbound	N/A	N/A	Doubles effect time of buffs on target.	Tiara

TACTICS

Back Up

It isn't always necessary to use the support-oriented Green Magick. Equip Red Magick to your green mage's second action ability slot so that she can cast attack spells when needed.



Oil



RACES THAT USE THIS JOB



Use the green mage's Oil spell to inflict enemies with the Oil debuff, making them weak against the Fire element. From there you can cast basic spells like Fire to deal heavy damage to the affected enemy. This even lets you hurt enemies that normally have resistance to Fire. Use Oil before having a fighter hit with the Backdraft ability, which inflicts heavy Fire damage.

ELEMENTALIST

JOB STATS	HP	MP	SPD	DEF	MAG	RES
BASIC	3	2	0%	60%	10	
GROWTH	D	D	E	D	A	D

UNLOCK CONDITIONS

Master two white mage action abilities

WEAPONS: Rapier

ARMOR: Hair Accessory, Hat, Light Armor

JOB OVERVIEW

Elementalists specialize in elemental-based attack magick that inflicts both damage and debuffs. These spells, even though they can only target one enemy at a time, are very powerful and cost very little MP to use. This, coupled with their high Magick growth rate, makes the elemental a solid casting job during the early stages of the game. Though it is best to change to a stronger job later, the Elemental Magick ability set can be quite formidable when used as a secondary action ability. For instance, Elemental Magick combined with the Red Mage's Doublecast ability can deal tremendous damage.

JOB STRATEGY

The Elemental Magick set carries a number of spells with several different elemental properties, so it's easy to single out and target enemy weaknesses. These spells also cause debuffs, which is an attractive prospect considering their low MP cost. The most useful of these spells is Fire Whip, which inflicts the Disable debuff. Use it against any foe that isn't resistant to the Fire element. When your enemy is hit with the Disable debuff, use a follow-up spell to strike at their weak point for massive damage.

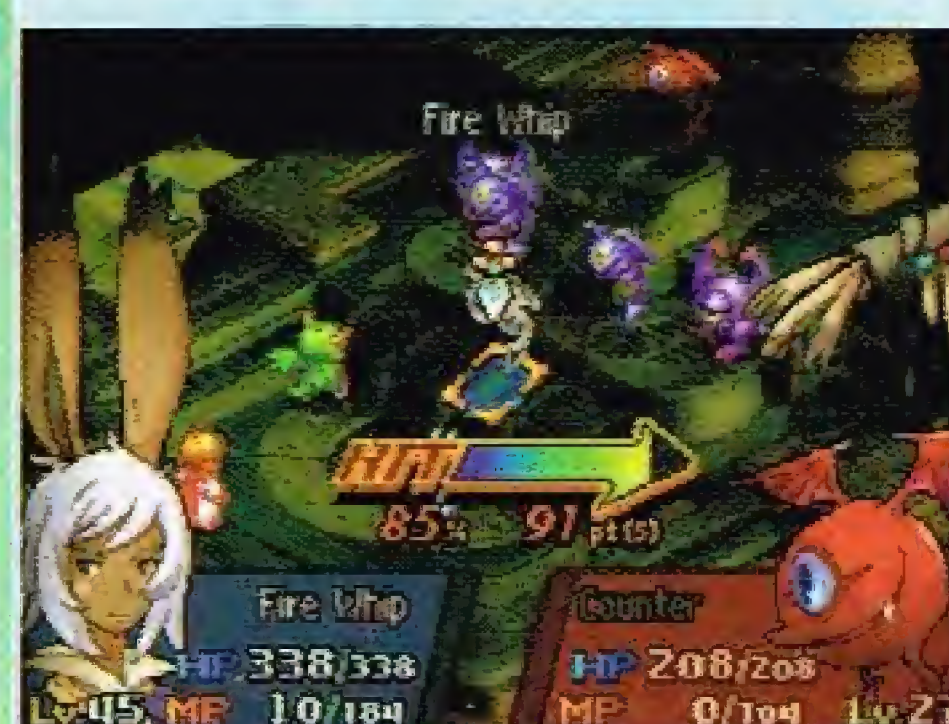
ELEMENTAL MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Fire Whip	8	4	Fire-elemental magick attack + Disable	Scarlette
Earth Heal	6	4	Earth-elemental recovery magick. Restores MP.	Fleuret
White Flame	12	4	Fire-elemental recovery magick. Restores HP of units within target area.	Flamberge
Shining Air	8	4	Wind-elemental magick attack + Blind	Djinn Flyssa
Evil Gaze	8	4	Dark-elemental magick attack + Confuse	Joyeuse
Boulder Crush	8	4	Earth-elemental magick attack + Immobilize	Estoc
Sliprain	8	4	Water-elemental magick attack + Slow	Silver Rapier
Thunderous Roar	8	4	Lightning-elemental magick attack + Silence	Mage Masher

TACTICS

Cautious Restoration

Like their attack spells, the elemental's only two restorative abilities are based on elements, Earth Heal being the Earth element, and White Flame being the Fire element. If your target is wearing equipment that halves damage from these elements, it will also halve the amount of HP restored, or even nullify the healing entirely. Conversely, if the target is weak against Fire, White Flame will heal even more than usual.



RACES THAT USE THIS JOB



RED MAGE

JOB
STATS

BASIC

HP

MP

SPD

DEF

MAG

RES

UNARMED

GROWTH

HP

MP

SPD

DEF

MAG

RES

4

2

0%

60%

15

D

D

B

B

E

B

E

UNLOCK CONDITIONS

Master one fencer action ability and one white mage action ability

WEAPONS: Rapier

ARMOR: Hair Accessory, Hat, Light Armor, Robe

JOB OVERVIEW

Red Magick combines many of the weaker spells found in the Black, White, and Green Magick categories. This versatility is mirrored in the red mage's stat growth line, which carries the many assets needed for them to act as both melee units and casters. Furthermore, the red mage is home to the Doublecast ability, which is one of the most powerful skills available for magick-oriented jobs. It is highly recommended that you learn the majority of the skills within their Red Magick set for use with later jobs.

JOB STRATEGY

The red mage can take on any duty needed, whether it is support, offensive casting, or attacking. Take on support duties when your allies are in danger, then shift to spells like Fire to attack incoming adversaries. If the ability is available, use Doublecast to cast two spells in one turn to inflict massive damage to your enemy. This can also be used to cast two support spells at a time, like Protect and Shell, which would increase your allies' total defense substantially.

RED MAGICK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Fire	8	4	Fire-elemental magick attack against units within target area.	Scarlette
Thunder	8	4	Lightning-elemental magick attack against units within target area.	Stinger
Blizzard	8	4	Ice-elemental magick attack against units within target area.	Flamberge
Cure	8	4	Holy-elemental recovery magick. Restores HP of units within target area.	Fleuret
Protect	8	4	Increases Defense of units within target area by 30%.	Djinn Flyssa
Shell	8	4	Increases Resistance of units within target area by 30%.	Mage Masher
Silence	8	3	Inflicts Silence debuff on units within target area.	Silver Rapier
Doublecast	0	N/A	Cast two spells in succession.	Madu
R Sticky Fingers	N/A	N/A	Catches and acquires weapons thrown with Throw and Weapon Toss	Brigandine
P Magick Up	N/A	N/A	Raises Magick by 20%.	Colichemarde

TACTICS

Back Up Spells

Since the red mage can't learn very powerful magic, equip a secondary magick set like Summoning or Elemental Magic, which can be used with Doublecast. Since this will consume huge amounts of MP, mitigate the cost with Halve MP or Blood Price.



Doublecast Info



RACES THAT
USE THIS JOB



Viera

Using Doublecast allows your Mage to use two spells from her Magick pool in a single turn. However, not all magick can be Doublecast, including Raise and Arise from the White Magick category. In addition, powerful spells like Ultima Masher cannot be used with Doublecast.

SPELLBLADE

JOB
STATS

BASIC

HP

MP

SPD

DEF

MAG

RES

UNARMED

GROWTH

HP

MP

SPD

DEF

MAG

RES

4

3

0%

60%

15

E

D

B

B

D

D

D

UNLOCK CONDITIONS

Clear the *To Be a Spellblade* sub quest, then master two red mage action abilities.

WEAPONS: Sword

ARMOR: Hair Accessory, Hat, Light Armor

JOB OVERVIEW

The dominant spellblades fight with physical strikes infused with the ability to cause debuffs, a powerful asset that few melee units have. They also come packed with a high Attack stat and the ability to equip swords, a necessary addition that causes their Blade Arts to hit for high damage. When backed by the red mage's Doublecast ability, spellblades can use their techniques twice in one turn, making them extremely valuable in combat. If that wasn't enough, the Blood Price ability is an extremely valuable MP source for summoners and assassins, so learn it as soon as possible for use with other jobs.

JOB STRATEGY

Though many of the Blade Arts techniques are valuable in specific situations, Maim Blade is the most useful. At the cost of little MP, this skill causes the Disable debuff while hitting for sizeable damage. A good basic strategy is to use this skill every turn to disable the enemy party one by one. When fighting against stronger enemies with a lot of HP, use Doom Blade to send them into a countdown to death. It's also worth using Sleep Blade on an enemy to put them into a deep slumber, making it easier for allied units to hit them. This is particularly helpful for raising the success rate of skills like the white monk's Withering Strike or the arcanist's Death.

BLADE ARTS

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Poison Blade	8	Varies by weapon	Physical attack + Poison	Blood Sword
Oil Blade	8	Varies by weapon	Physical attack + Oil	Broadsword
Sleep Blade	8	Varies by weapon	Physical attack + Sleep	Gale Sword
Slow Blade	8	Varies by weapon	Physical attack + Slow	Silver Sword
Confusion Blade	8	Varies by weapon	Physical attack + Confuse	Onion Sword
Stun Blade	8	Varies by weapon	Physical attack + Immobilize	Burglar Sword
Maim Blade	8	Varies by weapon	Physical attack + Disable	Restorer
Doom Blade	8	Varies by weapon	Physical attack + Doom	Vitanova
R Critical: Evasion Up	N/A	N/A	Increases Evasion when HP Critical	Cochusha
P Blood Price	N/A	N/A	Instead of MP, spells consume twice the casting cost in HP. Also doubles Attack and Magick.	Buster Sword

TACTICS

Doublecast

Equipping the red mage's Doublecast ability allows spellblades to use two of their action abilities in one turn. Use this technique to inflict your target with two debuffs, or use the same Blade Arts attack twice to increase the chances of the debuff succeeding. Using Doom Blade followed by Sleep Blade is an especially powerful combination since an enemy hit by both enters the Doom state without the ability to make use of their final three turns. Using Oil Blade followed by the red mage's Fire spell is also a strong combination, as the Oil debuff increases the damage dealt by Fire magick substantially.



RACES THAT
USE THIS JOB



Viera

Elemental Magick

When Doublecast isn't available to you, set the Elemental Magick abilities as your spellblade's second skill set. This not only provides your unit with long-range attack options, but also gives her a means of inflicting additional damage to enemies with a high Defense stat.

ASSASSIN

SUMMONER

SPELLBLADE

RED MAGE

SUMMONER

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	60%	10		E	C	C	E	E	A	C

UNLOCK CONDITIONS

Master two elemental action abilities

WEAPONS: Staff

ARMOR: Hair Accessory, Hat, Light Armor, Robe

JOB OVERVIEW

Summoning Magick calls on the power of magical beasts to attack, restore, or support allied or enemy units on the battlefield. These spells have a range of 4, so they can target several units at a time. Summoner's also have a high Magick growth rate, meaning their Summoning Magick abilities only grow more powerful as they level up.

JOB STRATEGY

The Halve MP ability is a must for the summoner, which cuts down on Summoning's high casting cost. Once the engagement starts, use Kirin to give your units within range the Regen buff. This helps cut down the need for healing later on. When attacking, use the four elemental spells Ifrit, Shiva, Ramuh, and Maduin. Observe enemy weaknesses and pick the one that is resisted by the least number of enemies. The thirteen-tile range on summon spells is pretty huge, so pay close attention to whom you're targeting, you don't want to accidentally hit an ally. You can equip your partners with items that absorb key elements to remove any worry of damaging them.

SUMMONING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Unicorn	16	4	Holy-elemental recovery magick. Restores HP and removes some debuffs of units within target area.	Cleansing Staff
Ifrit	16	4	Fire-elemental magick attack against units within target area.	Staff of Protection
Ramuh	16	4	Lightning-elemental magick attack against units within target area.	Judicer's Staff
Shiva	16	4	Ice-elemental magick attack against units within target area.	Serpent Staff
Kirin	16	4	Deals Regen buff to units within target area.	Healing Staff
Corbuncle	16	4	Deals Reflect buff to units within target area.	Pomegranate Staff
Maduin	24	4	Holy-elemental magick attack against units within target area.	Cheer Staff
Phoenix	24	4	Holy-elemental recovery magick. Restores HP of units within target area and restores all KO'd allies.	Nirvana
P Halve MP	N/A	N/A	Halves MP casting cost of all action abilities.	Luminous Robe

TACTICS

Blood Price

Since Summoning Magick costs a lot of MP to use, equip the spellblade's Blood Price to enable your summoner to use magick for as long as they have HP. This skill even increases her Magick stat, improving the damage output of her spells. Since this technique gradually depletes her HP, have her cast Kirin to give herself the Regen buff. You can also use Phoenix if her HP drops to a dangerous level, or equip her with elemental-absorbing equipment so that she can heal herself with attack summons.



RACES THAT USE THIS JOB



ASSASSIN

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESILIENCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	4	15%	50%	10		E	E	A	C	E	D	E

UNLOCK CONDITIONS

Clear the Veils, Assassin sub quest, then master two elemental action abilities and one sniper action ability

WEAPONS: Katana, Greatbow

ARMOR: Hair Accessory, Hat, Light Armor

JOB OVERVIEW

The assassin uses high Speed and Movement stats to quickly move next to its foes to inflict deadly debuffs. Many of these debuffs cause near-fatal damage to the enemy, or completely nullify their ability to take actions. Coupled with the powerful Ultima Masher skill, the assassin is a deadly unit with a ton of lasting power.

JOB STRATEGY

The majority of the assassin's arsenal has a 1-tile range, forcing her to move in to close quarters to deal heavy damage. The one exception to her range limitations is the powerful Ultima Masher, which has a range that matches the weapon she has equipped. Use this technique when equipped with a greatbow to fire the skill from long distances.

When Ultima Masher isn't available, assassins rely heavily on their debuffs. These skills require a lot of MP to use, so spend your first few turns charging your MP reserves. Equip a greatbow so that you can attack enemies from a distance while you are gaining MP. When you have the amount needed, draw close to the enemy and attack with either Last Breath or Rockseal.

ASSASSINATION

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Shadowbind	18	1	Deals Stop debuff to target.	Elfin Bow
Last Breath	18	1	Dark-elemental attack. KO's target.	Adazakura
Aphonia	6	1	Deals Silence debuff to target.	Murasame
Nightmare	8	1	Deals Sleep and Doom to target.	Kiku-ichimonji
Ague	8	1	Deals Slow debuff to target.	Huntsman's Bow
Rockseal	22	1	Deals Stone debuff to target.	Kotetsu
Oblivion	12	1	Deals Addle debuff to target.	Murasame
Ultima Masher	32	Varies by weapon	Extremely powerful magick attack.	Zanmato
R Return Fire	N/A	N/A	Throws back arrows fired by standard attacks from bows and greatbows.	Power Sash

TACTICS

Ultima Masher

Ultima Masher requires a significant amount of MP to use, but if you set your assassin's passive ability to Blood Price, you can use it every turn. This will consume 64 HP after every use, but the price is worth it for continuous Ultima Masher shots. Set Summoning as your assassin's other action ability and cast Kirin to sustain her HP. The clan privilege Regenga also serves the same purpose.



RACES THAT USE THIS JOB



SNIPER

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	STR	DEF	MAG	RES
		4	3	15%	40%	10		D	E	C	A	E	D	D

UNLOCK CONDITIONS

Master two archer action abilities

WEAPONS: Greatbow

ARMOR: Hair Accessory, Hat, Light Armor

JOB OVERVIEW

Wielding greatbows supplemented by their high Attack stat, the sniper has a combination of powerful physical attacks and skills that destroy the enemy's equipment. With great accuracy, these hawk-eyed markswomen can fire these skills from a great distance away, wreaking havoc on unsuspecting targets. This, in combination with their powerful Doubleshot ability, makes the sniper one of the stronger support units available.

JOB STRATEGY

The sniper's game plan revolves around the abilities Beso Toxico, which inflicts damage along with the Poison debuff, and Doubleshot, which enables her to attack twice in a single turn. Both skills should be used frequently as neither cost any MP. Though you can survive with just these skills alone, use Weapon Shot or Armor Shot against enemies with strong equipment. These abilities destroy the items they have equipped, weakening their overall power significantly.

SHARPSHOOTING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Doubleshot	0	Varies by weapon	Deals two consecutive physical attacks.	Twin Bow
Beso Toxico	0	Varies by weapon	Physical attack + Poison debuff	Craneguin
Death Sickle	0	Varies by weapon	Deals Doom debuff.	Hades Bow
Vanish	0	Self	Renders self invisible.	Windslosh Bow
Marksman's Spite	0	Varies by weapon	Reduces target's HP and MP in inverse proportion to user's current HP. Can only use while equipped with a bow or crossbow.	Max's Oathbow
Armor Shot	0	Varies by weapon	Destroys enemy's equipped armor. Hit rate is one quarter of standard attack's.	Elfin Bow
Weapon Shot	0	Varies by weapon	Destroys enemy's equipped weapon. Hit rate is one quarter of standard attack's.	Master Bow
Waller Shot	0	Varies by weapon	Steals target's gil.	Hunting Bow
Regenerate	N/A	N/A	Enters Regen buff when taking damage.	Gaia Gear

TACTICS

Blade Arts

The spellblade's Blade Arts take on the range of the currently equipped weapon, allowing bow-using units like the sniper to fire these attacks from a long distance. It is recommended that you equip this set so you can use Maim Blade to Disable enemies from a distance.



Vanish



RACES THAT USE THIS JOB



Viera

If there are no enemies holding the Reveal ability, have your sniper use Vanish during investigation quests to move safely to your destination. On quests where the objective is to last a certain number of turns, use this skill to clear them without taking a scratch.

ANIMIST

JOB STATS	BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	STR	DEF	MAG	RES
		4	2	0%	70%	15		C	D	C	C	B	D	C

UNLOCK CONDITIONS

Initially Available

WEAPONS: Instrument

ARMOR: Hat, Light Armor

JOB OVERVIEW

The animist calls upon friendly animals to grant themselves various bonuses. These abilities also allow them to cast debuffs on enemies, or summon chocobos to damage a large area. Animists don't have strong physical attacks, though, nor do they have any exceptionally powerful abilities. Play cautiously with them and rely on distanced fighting to win.

JOB STRATEGY

The Chocobo Rush attack targets all tiles in a straight line in front of, behind, or beside the caster, assuming there are no terrain features in the way. This allows your animist to execute attacks on enemies regardless of how far away they are. It requires little MP to use, so use it as your animist's main attack as often as you can. In cases where the battlefield's terrain prevents its use, rely on the Sheep Count and Toadsong spells to inflict debuffs on enemies.

CALLING

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Sheep Count	12	4	Deals Sleep debuff to enemies within target area.	Hurdy-gurdy
100% Wool	8	Self	Bestows Protect and Shell to self	Glass Bell
Cuisine	22	1	Restores target's HP to full.	Heal Chime
Tail Wag	12	1	Deals Charm debuff to target.	Frigid Viol
Chocobo Rush	8	Line	Magick attack against units within target area.	Satyr Flute
Toadsong	22	4	Deals Toad debuff to target.	Gross Flute
Friend	4	4	Randomly summons an Esper to aid in battle.	Shining Lute
Catnip	8	1	Deals Berserk debuff to target.	War Trumpet
Archer's Bane	N/A	N/A	Dodges standard attacks from bows and greatbows.	Green Beret

TACTICS

Acrobatics

Two of the animist's most used abilities require large amounts of MP: Cuisine, which restores HP to full, and Toadsong, which turns enemies into frogs. Set Acrobatics as your animist's other action ability so that he can rely on these skills while waiting to charge up MP.



Use Friend on the Undead



RACES THAT USE THIS JOB



Moogles

The Friend ability casts a random spell from the summoner's Summoning Magick repertoire. Since there's no way to tell whether you're going to get an attack or healing spells, it's usually very risky to use. However, both options will deal damage to the undead. Use it in these cases as an inexpensive area attack.



MOOGLE KNIGHT

JOB STATS

BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	2	0%	50%	18		C	D	D	A	A	E	B

UNLOCK CONDITIONS

Master one animist action ability

WEAPONS: Blade

ARMOR: Helm, Hat, Heavy Armor, Shield

JOB OVERVIEW

Moogles are the frontline job of the moogles race, which normally relies on magick or technology to attack. Lacking the powerful skill line that other units have, these guys use the brutal power offered by their high Attack rating to get the job done. They're also the only moogles job that can wear heavy armor, which, when packed with their high Defense stat, makes them difficult to defeat.

JOB STRATEGY

When you aren't in range for standard attacks, use Moogles Lance to blast enemies from a distance. If the terrain height variance on the stage isn't too extreme, you can use this skill to defeat an enemy without ever getting near them. It isn't very powerful though, so when the opportunity arises, draw close to your enemy and use short-range attacks. The Moogles Attack and Ultima Charge abilities are both useful at this distance, so use them frequently when they're available.

ONSLAUGHT

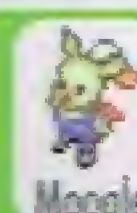
NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Moogles Attack	0	Varies by weapon	Physical attack + Knockback	Flametongue
Moogles Guard	0	N/A	Increases own Defense and Resistance by 20% until next turn.	Kwigan Blade
Moogles Lance	0	3	Physical attack.	Atomos Blade
Moogles Rush	0	Varies by weapon	Physical attack. Lowers hit rate to increase power.	Shadow Blade
Moogles Shield	0	4	Grants Astra buff to target.	Pearl Blade
Moogles Aid	0	N/A	Restores own HP and removes some debuffs.	Icebrand
Moogles Disarm	0	1	Destroys one of the following: enemy's currently equipped weapon, shield, or armor.	Paraiba Blade
Ultima Charge	32	Varies by weapon	Extremely powerful magick attack.	Materia Blade
R Critical: Haste	N/A	N/A	Gains Haste when HP Critical.	Golden Armor
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Round Shield

TACTICS

Moogles Attack



RACES THAT USE THIS JOB



The knockback effect of the Moogles Attack ability can serve a number of purposes. Using it to knock an enemy off a high ledge deals extra damage upon impact. You can also use it to push an enemy into a ranger's trap, or to knock them closer to another foe, setting them both up for a spell like Fira which can hit multiple enemies at a time.

Area-Affecting Spells

Moogles knights have no means of attacking several tiles at a time. To compensate for this problem, equip Black Magick to have access to powerful spells like Blizzaga.



MP Shortage

Moogles cannot learn the Blood Price or Halve MP abilities, so it's hard for them to make good use of MP-heavy skills like Ultima Charge. Have a cannoner use Ether Shell on them, or use Quick or Smile Toss to cause their turns to come up faster, speeding up the rate at which they gain MP.

FUSILIER

JOB STATS

BASIC	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	3	2	0%	60%	10		D	E	C	C	C	E	D

UNLOCK CONDITIONS

Clear *The Goug Consortium* sub quest. Then, master one animist action ability.

WEAPONS: Gun

ARMOR: Hat, Light Armor

JOB OVERVIEW

Fusiliers are the moogles counterpart to the hume archer. Using guns to attack foes from afar, this unit has access to the debuff-inflicting Gunmanship skills, which share the attack range granted from their firearms. These skills cost zero MP to use, so they're very reliable.

JOB STRATEGY

The fusilier's goal is to provide support by weakening the enemy party. Your main method of doing this is via Stopshot, which shuts down your enemy's ability to act for several turns. Also use the Charmshot skill against enemies grouped together, which may cause them to start attacking each other. Against mages only, Silenceshot is a necessary tool when your allies are at risk of being hit by a spell.

When the fusilier's support duties have expired, fire at enemies with standard attacks. If your enemies are weak to Fire, Ice, or Lightning, use one of the corresponding elemental shots to deal extra damage to them.

GUNMANSHIP

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Fireshot	0	Varies by weapon	Fire-elemental physical attack.	Aiot Gun
Boltshot	0	Varies by weapon	Lightning-elemental physical attack.	Riot Gun
Iceshot	0	Varies by weapon	Ice-elemental physical attack.	Giot Gun
Confusshot	0	Varies by weapon	Physical attack + Confuse	Chaos Rifle
Charmshot	0	Varies by weapon	Physical attack + Charm	Peacemaker
Blindshot	0	Varies by weapon	Physical attack + Blind	Silver Cannon
Silenceshot	0	Varies by weapon	Physical attack + Silence	Lost Gun
Stopshot	0	Varies by weapon	Physical attack + Stop	Outsider
P Concentration	N/A	N/A	Raises hit rate by 5%.	Longbarrel

TACTICS

Ultima Charge

Because the Gunmanship skills don't require any MP, try equipping the Onslaught set to give your fusilier access to Ultima Charge. This skill uses the same range the user's equipped weapon has, making it extremely well-suited to guns.



Geomancy



RACES THAT USE THIS JOB



The black mage's Geomancy skill causes an enemy hit by an elemental attack to lose its resistance to that specific element. This property is useful for skills like Fireshot, which allows the fusilier to use it several times consecutively for increasingly greater damage.

JUGGLER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	3	5%	60%	10		D	E	B	B	B	D	E

UNLOCK CONDITIONS

Master two tinker action abilities

WEAPONS: Knife
ARMOR: Hat, Light Armor

JOB OVERVIEW

The agile juggler uses the Acrobatics abilities to throw various weapons and inflict debuffs on enemies. They also have access to a number of tricky techniques that enable them to throw gil, or even grant allies the ability to take their turn immediately (via Smile Toss). Though not incredibly powerful, many of these abilities are unique to the juggler job.

JOB STRATEGY

The juggler's basic offense consists of the Stop-inflicting Ring Toss and the Disable-inflicting Dagger Toss. Both skills should be used frequently to disrupt your enemy's ability to act. Another major asset is their incredible Smile Toss skill, which causes the targeted unit's turn to immediately come up. This property has a myriad of uses, from allowing allies with powerful attacks to take their next move immediately, or to bring up a healer's turn when you're in a pinch. It's pointless to use it on a character whose turn was going to come up next anyway, though, so make sure to check the turn list before you use it.

ACROBATICS

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Weapon Toss	0	4	Throw a weapon from the party's inventory at target. Thrown weapon is lost.	Kris
Ring Toss	0	4	Deals Stop debuff to target.	Cinquedea
Molotov Cocktail	0	4	Fire-elemental physical attack + Berserk	Khukuri
Ball Toss	0	4	Deals Confuse debuff to target	Scramasax
Dagger Toss	0	4	Physical attack + Disable	Swordbreaker
Smile Toss	0	4	Target's turn comes up immediately.	Orichalcum Dirk
Gil Toss	0	4	Throws gil at target. Damage is proportional to amount of gil thrown.	Jackknife
R Return Fire	N/A	N/A	Throws back arrows fired by standard attacks from bows and greatbows.	Power Sash
R Sticky Fingers	N/A	N/A	Catches and acquires weapons thrown with Throw and Weapon Toss	Brigandine

TACTICS

Area-Affecting Spells

Jugglers don't have any use for their MP, so equip the Black Magick ability set to give their attack options a boost. Have this unit play a typical support role, then bust out powerful magick like Firaga when you catch enemies grouping together.



Building Resources with Smile Toss

Smile Toss has the same effect as Quicken, but it doesn't consume MP, and its range is 1 tile greater. As an interesting means of building resources, equip this ability on two units and have them use the skill on each other repeatedly, enabling them to take their turns indefinitely. Since their MP and Smash Gauges build up every turn, this trick makes it easy to max out both parameters before continuing one with the engagement.



RACES THAT
USE THIS JOB



Moogle

TINKER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		3	2	0%	60%	15		C	D	D	B	B	C	A

UNLOCK CONDITIONS

Master two thief action abilities

WEAPONS: Knuckles
ARMOR: Hat, Light Armor

JOB OVERVIEW

Tinkers use contraptions that randomly affect either all enemies or all allies, making them a huge gamble to use. If things do go your way, though, they can be a great boon to your party. Pay close attention to the following strategy section to find many ways of using the Clockwork command to your advantage.

JOB STRATEGY

Since Clockwork abilities randomly hit either the ally or enemy side, the key to using the tinker effectively is to equip your party with items that counter debuffs. If, for example, your spell of choice is Black Ingot, equip all allies with Fortune Rings to protect them from the Doom debuff. This keeps them out of harm's way if Clockwork happens to target your side. Also remember that abilities like Blue Screw have no downside if your enemy is the only side with buffs on, so feel free to use it if you get the chance. This skill is specifically useful if an ability like Gold Moogletron happens to give the enemy party the buffs you wanted. Use Blue Screw to counteract it.

CLOCKWORK

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Red Spring	8	All	Grants Haste buff to all allies or all enemies.	Rising Sun
Blue Screw	8	All	Removes buffs from all allies or all enemies.	White Fangs
Green Gear	8	All	Deals Poison debuff to all allies or all enemies.	Poison Knuckles
Silver Disc	8	All	Deals Blind debuff to all allies or all enemies.	Metal Knuckles
Gold Battery	8	All	Restores all HP of all allies or all enemies.	Cat Claws
Black Ingot	8	All	Deals Doom debuff to all allies or all enemies.	Death Claws
Chroma Gem	8	All	Deals Sleep debuff to all allies or all enemies.	Dream Claws
Gold Moogletron	8	All	Grants Shell and Protect buffs to all allies or all enemies.	Survivor
R MP Shield	N/A	N/A	Loses MP instead of taking damage. If damage taken is greater than current MP, the difference is dealt as damage.	Mirage Vest
R Regenerate	N/A	N/A	Gains Regen buff when taking damage.	Gaia Gear
P Ribbon-bearer	N/A	N/A	Allows user to wear Ribbon regardless of gender.	Orb of Minwu

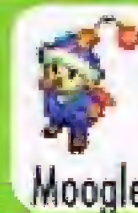
TACTICS

Astra

Have an ally put the Astra buff on all of your allies before using Clockwork. This protects your entire team from a single debuff, allowing you to use abilities like Green Gear more freely.



RACES THAT
USE THIS JOB



Moogle

Debuff Resistance

If you have the clan ability Debuff Resistance 1-5, select it to guard against some of the debuffs used in Clockwork abilities. This will enable you to use Clockwork skills more often.

CHOCOBO KNIGHT

JOB
STATS

BASE	MP	EXP	EVASION	RESISTANCE	CHARMS	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
3	2	0%	60%	10		E	E	A	E	D	E	D	

UNLOCK CONDITIONS

Clear the *Papacho's Chocobos* sub quest. Then, master two animist action abilities.

WEAPONS: Knife, Sword, Blade, Saber, Knightsword, Rapier, Greatsword, Broadsword, Katana, Spear, Axe, Rod, Staff, Pole, Knuckles, Instrument, Hammer, Mace, Book
ARMOR: Hat, Light Armor

JOB OVERVIEW

Though chocobo knights are quite powerful because of their access to a number of different weapons, their true potential is only revealed when they mount a chocobo. Once they've taken control of our favorite giant bird, this job gains new statistics and access to a myriad of new abilities. Try riding different types of chocobos to gain different skills!

JOB STRATEGY

In order to ride a chocobo, you need to get the chocobo into HP Critical status, and then move to a tile adjacent to it. Choose the Mount Chocobo command when it is displayed to start riding the chocobo.

While riding a chocobo, the character's movement type, basic stats, and stat growth all become those of the chocobo he's riding. He'll also gain their weaknesses to water, lightning, and holy, so make sure to put on equipment to guard against these elements.

The chocobo knight also gains access to the Chococraft skill set, which contains different abilities depending on the color of the chocobo you're riding. For instance, mounting the yellow chocobo grants access to Choco Cure, Choco Beak, and Choco Barrier. If riding the green chocobo, the ability set will consist of those three abilities plus Choco Esuna. The red chocobo is recommended to gain access to Choco Meteor and the brown chocobo for Choco Guard. These skills are quite useful, so give priority to these chocobos.

Keep in mind that once a chocobo has been mounted, the chocobo stays with the chocobo knight as long as they survive the engagement. This means the chocobo can be used in later battles. However, if your chocobo knight changes jobs, gets knocked unconscious during an engagement, or if you choose the Dismount command, the chocobo will run away.

TACTICS

Mounting Conditions

Even if you move next to a chocobo in an HP Critical state, the mount command won't appear if the chocobo is under the effect of any of the following debuffs: Toad, Confuse, Stop, Petrify, Charm, Immobilize, Disable, Sleep, or Berserk. Make sure not to inflict these debuffs on a chocobo that you want to ride. You also can't transfer from one chocobo to another.



RACES THAT
USE THIS JOB



CAPTURING CHOCOBOS DURING ENGAGEMENTS

Most chocobos are found in side quests. The following chart shows quests where each chocobo color type can be found, along with the statistic types your chocobo knight gains when they mount a specific chocobo. Consult this chart when you're looking for a specific type of giant bird.

STATISTIC DATA WHILE RIDING CHOCOBO

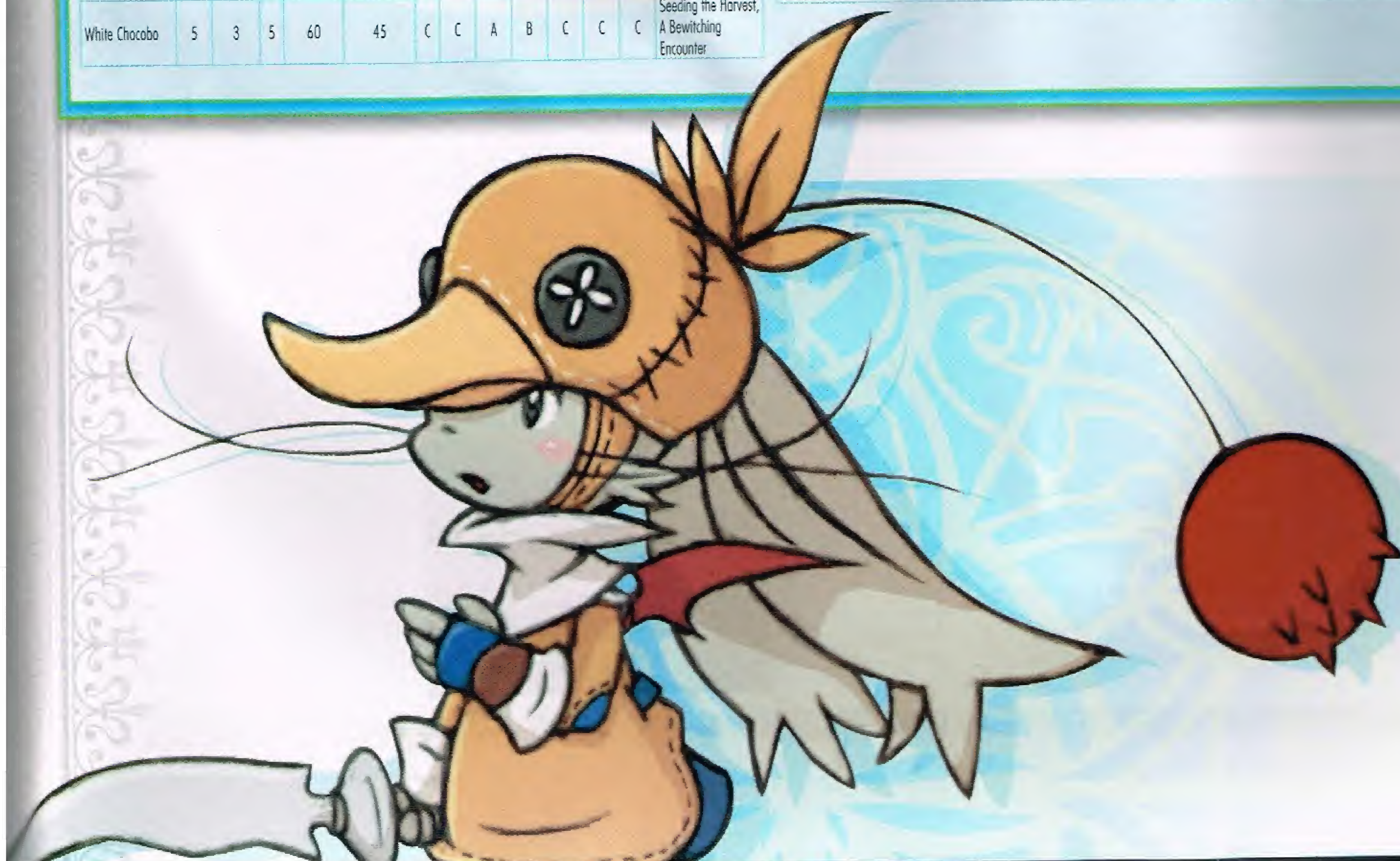
CHOCO DATA	BASE					GROWTH							CRISIS APPRAISAL
CHOCOBO TYPE	MP	EXP	EV	RES	UNARMED	HP	MP	SPD	ATK	DEF	MAG	RES	
Chocobo	4	3	5	50	35	C	C	B	B	C	C	C	Teamwork II, Of a Feather, Fey Mischief
Green Chocobo	6	3	5	60	38	C	C	B	B	C	C	C	Seeding the Harvest, Open Wide
Red Chocobo	4	3	5	55	38	C	C	B	B	C	C	C	Seeding the Harvest, Of a Feather, Burning Soul
Brown Chocobo	4	3	5	60	38	C	C	B	B	C	C	C	Seeding the Harvest, Formidable Strength
Black Chocobo	4	1	5	55	38	C	C	B	B	C	C	C	Seeding the Harvest, One-Eyed Evil
White Chocobo	5	3	5	60	45	C	C	A	B	C	C	C	Seeding the Harvest, A Bewitching Encounter

CHOCOBO MOVEMENT TYPES

CHOCO DATA	GREEN CHOCOBO	RED CHOCOBO	BROWN CHOCOBO	BLACK CHOCOBO	WHITE CHOCOBO
Movement	Normal	Normal	Normal	Flying	Normal

CHOCOCRAFT

NAME	MP	RANGE	EFFECT	CHOCOBO TYPE
Choco Cure	8	Self and Area	Restores HP of self and all adjacent units.	All Types
Choco Esuna	8	Self and Area	Removes some debuffs from self and all adjacent units.	Green Chocobo
Choco Flame	18	4	Fire-elemental magick attack. Ignores target's Resistance.	Black Chocobo
Choco Meteor	18	4	Magick attack against units within target area.	Red Chocobo
Choco Beak	0	1	Physical attack.	All Types
Choco Recharge	4	1	Restores 34 MP to target.	White Chocobo
Choco Guard	10	Self and Area	Gives Regen buff to self and all adjacent units, and increases Defense and Resistance.	Brown Chocobo
Choco Barrier	8	Self and Area	Gives Shell and Protect buffs to self and all adjacent units.	All Types



FLINTLOCK

JOB
STATS

RANK

HP

MP

SPD

STR

DEF

MAG

RES

GROWTH

HP

MP

SPD

STR

DEF

MAG

RES

3

3

0%

60%

10

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C

D

D

D

UNLOCK CONDITIONS

Clear the *Of Kupos and Cannons* sub quest. Then, master two tinker action abilities and two fusilier action abilities

WEAPONS: Hand-cannon
ARMOR: Hat, Light Armor

JOB OVERVIEW

Flintlocks draw magick into their large hand-cannon before releasing it as Ballistics abilities, which have both healing and attack purposes. These skills have an extremely long range, and can produce many useful results, but you need to use Prime before you can fire them. Though turn-consuming, this heavy price is well worth the end result.

JOB STRATEGY

The Prime ability must be learned before Ballistics can be used, so learn it before anything else. The Prime charge is lost after using a Ballistics skill, but many skills, like Ether Cannon and Protect Cannon are as powerful as you'd expect given this limitation. Have your flintlock use these skills to support friendly units, then when things get tough, join them in combat by using the extremely potent Blowback attack.

BALLISTICS

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Prime	10	Self	Permits use of ballistic attacks. Effect fades after using one ability. Can only use while equipped with a Hand-cannon.	Hand Cannon
Cure Cannon	0	7	Restores target's HP and removes some debuffs. Can only use while equipped with a Hand-cannon.	Omnis Cannon
Protect Cannon	0	7	Grants Regen and Protect buff to target. Can only use while equipped with a Hand-cannon.	Diklum
Shell Cannon	0	7	Grants Regen and Shell buff to target. Can only use while equipped with a Hand-cannon.	Ligatur
Ether Cannon	0	7	Restores 40 MP to target. Can only use while equipped with a Hand-cannon.	Brevis
Teleport Cannon	0	7	Transports target to a random location. Can only use while equipped with a Hand-cannon.	Guang Cannon
Ether Boost	0	7	Magick attack. Can only use while equipped with a Hand-cannon.	Massive Bazooka
Blowback	0	7	Powerful magick attack. User loses 20% of max HP. Can only use while equipped with a Hand-cannon.	Dromaeo
R Blur	N/A	N/A	Dodges all attacks from Guns, Hand-cannons.	Fortune Ring
P Charged Attacks	N/A	N/A	Standard attacks consume 10 MP, but Attack increases 10%.	Supernal Ray

TACTICS

Add Gunmanship

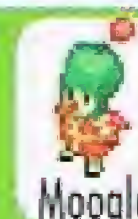
The Gunmanship abilities have the same range as the weapon you have equipped, so they're perfect for the flintlock's long-range Hand-cannon. Use Gunmanship to cripple enemies with debuffs, and Ballistics to restore allies and stage big attacks with Blowback.



Teleport Escape



RACES THAT
USE THIS JOB



There's no way of knowing where Teleport Cannon will take you. However, if a unit is surrounded by enemies with no way to escape, it could possibly save them from real danger.

BERSERKER

JOB
STATS

RANK

HP

MP

SPD

STR

DEF

MAG

RES

GROWTH

HP

MP

SPD

STR

DEF

MAG

RES

4

2

0%

35%

18

C

E

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E

E

UNLOCK CONDITIONS

Initially Available

WEAPONS: Knuckles
ARMOR: Hat, Light Armor

JOB OVERVIEW

The berserker is the starting melee job for the seeq. Their Savagery action abilities are a collection of personal buffs and physical attacks, which allow them to strengthen their abilities before moving into striking range. They have an exceptionally high Attack stat, which should be taken advantage of through the constant use of their physical attacks. Though not very powerful, the berserker is the starting job for the seeq race, which mostly consists of melee jobs that will eventually need the Attack growth gained through this class.

JOB STRATEGY

Use the berserker's Hone Senses and Inner Calm to improve their own stats, and then start closing in on nearby enemies. When close, use the Smite of Rage technique as his standard attack, which causes debuffs while dealing as much damage as a normal attack. If your enemy is wearing equipment that protects against debuffs, like the Barett or the Orb of Minwu, command your berserker to use Helm Smash or Smash to destroy them. Ribbons, however, cannot be destroyed using this skill.

SAVAGERY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Scream	0	Area	Removes buffs from all adjacent units.	Poison Knuckles
Hone Senses	0	Self	Increases own Critical Hit rate.	Survivor
Furore	0	1	Physical attack + Knockback	Kaiser Knuckles
Ground Shaker	0	4	Earth-elemental physical attack.	Death Claws
Smite of Rage	0	Varies by weapon	Physical attack + one of the following: Berserk, Confuse, Immobilize	Car Claws
Inner Calm	0	Self	Increases own Evasion.	Metal Knuckles
Helm Smash	0	1	Physical attack. Destroys enemy's equipped helm.	Godhand
Smash	0	1	Physical attack. May destroy enemy's equipped accessory.	Tiger Fangs
R Counter	N/A	N/A	Responds to adjacent units' attacks with a standard attack.	Headband
R Critical: Berserk	N/A	N/A	Deals Berserk debuff when HP Critical.	Gauntlets
P Attack Up	N/A	N/A	Raises Attack by 20%.	Leather Knuckles
P Death Strike	N/A	N/A	Raises critical hit rate by 3%.	Bracers

TACTICS

Surprise Attack

Most of the berserker's abilities have a range of one tile, so it's necessary to get up close to an enemy before attacking. To avoid taking damage while moving around, use the ranger's Camouflage ability to become invisible and sneak up on enemies.



Thundaga



RACES THAT
USE THIS JOB



Berserkers don't have any long-range attacks at their disposal, so use Thundaga from the Brutality set to compensate. The Savagery abilities don't consume MP, so it shouldn't be difficult to save MP.

RANGER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	4	0%	35%	18		C	E	B	C	C	D	B

UNLOCK CONDITIONS

Initially Available

WEAPONS: Knife, Bow
ARMOR: Hat, Light Armor

JOB OVERVIEW

As one of the sneakiest and most unique jobs available, the ranger specializes in setting traps on the battlefield. They have an extremely high Jump stat to complement this ability, which allows them to set traps strategically around difficult terrain. Their ability to equip bows also gives them access to long-range attacks, which can be fired as a follow-up strike against adversaries injured by their traps.

JOB STRATEGY

Your primary objective is to command your ranger to set traps, placing them in positions where enemies are most likely to land on them. When deciding which traps to set, many enemies wear equipment that defends against Charm and Silence, so the Silence Gas and Love Potion traps aren't always effective. If this is the case, focus on using the Sten Needle trap instead, which works against most enemy types.

Your second objective is to inflict follow-up damage to enemies caught in traps. For enemies far away from you, fire a shot from your bow to hit them. For adversaries nearby, use the combination of Mirror Items and Item Lore. Mirror Items reverses the effects of items, while Item Lore doubles an item's effectiveness. With both abilities combined, it's possible to use potions to deal massive damage to an enemy. Mirror X-Potion, for example, deals 200 damage with a single hit.

SURVIVALISM

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Sten Needle	0	2	Plants Sten Needle trap which halves target's current HP.	Zwillblade
Silence Gas	0	2	Plants Silence Gas trap which deals Silence debuff to target.	Kard
Leech	0	2	Plants Leech trap which halves target's current MP.	Rondel
Love Potion	0	2	Plants Love Potion trap which deals Charm debuff to target.	Tonberrian
Life Bond	0	4	Consumes own HP to restore target's HP.	Thorn Bow
Mirror Items	0	N/A	Use consumable item with opposite effect.	Nail Bow
Camouflage	0	N/A	Renders self invisible.	Khukuri
Awareness	0	N/A	Reveals all traps on the battlefield and removes Invisible buff from all units.	Target Bow
R Critical: Vanish	N/A	N/A	Renders self invisible when HP Critical.	Jambiya
P Item Lore	N/A	N/A	Doubles HP recovered with consumable items.	Wizard's Hat
P Avoid Traps	N/A	N/A	Does not activate traps by stepping on them.	Spiked Boots

TACTICS

Knockback Combination

If any enemy is positioned directly next to a trap, use a skill with the knockback effect (like the fighter's Rush) to push an enemy into it. You can't knock an enemy into a position higher than their current height level though, so set the trap at the same level or lower than your enemy's position.



RACES THAT
USE THIS JOB



LANISTA

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	UNARMED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
		4	2	0%	35%	18		C	D	D	B	B	D	E

UNLOCK CONDITIONS

Clear the A Lanista's Pride sub quest, then master one berserker action ability.

WEAPONS: Greatsword
ARMOR: Helm, Hat, Heavy Armor, Light Armor

JOB OVERVIEW

The powerful lanistas execute fierce attacks using greatswords, and steal HP and MP with their magick attacks. They have abilities that increase Defense and Critical Hit rate to strengthen not only themselves but their allies simultaneously. Their stat growth is average at best, but their powerful ability set is more than enough to make up for it.

JOB STRATEGY

The lanista primarily belongs on the front lines fighting against the enemy, but if he isn't in range to attack, use the Block! and Strike! skills to increase your party's stats. When you do make contact with the enemy, focus on using standard attacks against them, with the occasional Haunting Vision skill mixed in if you want to Blind an enemy attack unit. The Sword of Darkness skill should be used if your HP drops to a dangerous level. The lanista's Razzle-dazzle can also be used to restore their HP, which inflicts damage based on how low their HP is. The MP cost is high, though, so save it as a last resort.

ASTUTIA

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Souleater	0	Varies by weapon	Dark-elemental physical attack. Consumes 10% of own max HP.	Xankbras
Sword of Darkness	12	Varies by weapon	HP-draining Dark-elemental physical attack.	Ancient Sword
Sword of Light	8	Varies by weapon	MP-draining Holy-elemental magick attack.	Ogrenix
Haunting Vision	8	4	Magick attack + Blind debuff to units within target area.	Dagrioilm
Block!	8	4	Increases Defense of units within target area.	Diamond Sword
Strike!	8	4	Increases Critical Hit rate of units within target area.	Luabreaker
Charge!	8	1	Physical attack + Knockback. May destroy enemy's equipped armor or shield.	Hardedge
Razzle-dazzle	24	1	Magick attack against all adjacent units, restores almost all of own HP.	Vigilante
R Dragonheart	N/A	N/A	Granted Reraise buff once when taking damage.	Tournesol
R Blink Counter	N/A	N/A	Responds to adjacent units' attacks with a knockback-causing standard attack.	Bone Armlets
P Monkey Grip	N/A	N/A	Allows user to hold two-handed weapons (except bows, greatbows, and hand-cannons) in one hand.	Oblige
P Tank	N/A	N/A	Allows any job to equip helms and heavy armor.	Platinum Armor

TACTICS

Equipment Smashing

Setting your lanista's second action ability to Savagery enables them to destroy all equipment except for weapons. Use these skills to deal damage while stripping the enemy bare.

Keep Out of Sight

If your lanista doesn't have enough MP to use Razzle-dazzle, use Camouflage from the ranger's action ability set. Enemies can't attack him while he's invisible, so take the opportunity to recharge his MP in peace.



RACES THAT
USE THIS JOB



VIKING

JOB STATS	HP	MP	SPD	ATK	DEF	MAG	RES
4	2	0%	35%	18			

UNLOCK CONDITIONS

Clear the *Lord Grayr!* sub quest, then master one ranger action ability

WEAPONS: Axe, Hammer

ARMOR: Helm, Hat, Heavy Armor, Light Armor, Shield

JOB OVERVIEW

Vikings, like the pirates they are, have numerous abilities for stealing enemy items. They happen to be the only job that can steal an enemy's armor. They also have the special characteristic of being a melee class with innate attack magick, enabling them to attack multiple enemies at a time.

JOB STRATEGY

The first Brutality ability to learn is Pillage, which allows your viking to steal enemies' armor. In the late stages of the game, you'll find yourself in many quests against enemies with rare and valuable armor, so don't squander the opportunity to steal them. If the Pillage attack finishes the enemy off, it won't succeed in stealing any armor, so make sure to only use it against enemies with lots of HP remaining. The Thunder spell is a long-range area-effect attack, which is rare among seeq. It's not terribly powerful, but it does come in handy.

BRUTALITY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Thunder	8	4	Lightning-elemental magick attack against units within target area.	Broodaxe
Thundara	14	4	Lightning-elemental magick attack against units within target area. Powered-up version of Thunder.	Slasher
Thundaga	18	4	Lightning-elemental magick attack against units within target area. Powered-up version of Thundara.	Golden Axe
Tsunami	8	6	Water-elemental magick attack that reduces HP and MP of units within targeted area. Can only be used while in water.	Hammerhead
Pickpocket	0	1	Steals target's gil. Hit rate is half of standard attack's.	Iron Hammer
Strong-arm	0	1	Physical attack. Steals an enemy's consumable item.	War Hammer
Pillage	0	1	Physical attack. Steals enemy's shield, helm, or armor.	Sledgehammer
War Cry	0	Self and Area	Increases Resilience of self and all adjacent units.	Francisca
R Absorb Damage	N/A	N/A	Restores 10% of damage received as HP.	Thief's Cap
R Gil Snapper	N/A	N/A	When taking a critical hit, receives 10 times the damage taken as gil.	Chocobo Shield
P Doublehand	N/A	N/A	Hold some one-handed weapons with both hands to increase attack by 20%.	Greataxe
P Safeguard	N/A	N/A	Prevents user's equipment from being destroyed or stolen, and renders all Thievery abilities ineffective.	Iron Armor
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Platinum Shield

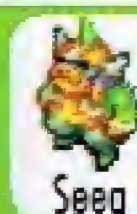
TACTICS

Take What You Want



If an enemy is Petrified or Stopped, the success rate of attacks against them becomes 100%. Use this to your advantage to reliably Pillage all their armor away. If you want to steal from an enemy who has debuff resistance, use the Green Magick ability Tranq to raise your viking's hit rate first. The order in which armor is stolen with the Pillage skill is: Shields → Head armor → Body armor. The Ribbon cannot be stolen.

RACES THAT USE THIS JOB



Seeq

RAPTOR

JOB STATS	HP	MP	SPD	ATK	DEF	MAG	RES
4	1	0%	40%	18			

UNLOCK CONDITIONS

Clear the *Instrument of Inspiration* sub quest, then master one hunter action ability

WEAPONS: Broadsword

ARMOR: Helm, Hair Accessory, Hat, Heavy Armor, Light Armor, Shield

JOB OVERVIEW

Raptors are a highly mobile attack class, having high Speed and Movement stats along with the ability to fly. Their Devastation abilities can be used to weaken enemy units, which when combined with their mobility, allows them to fly around the field weakening enemy units one by one. They also carry broadswords, which greatly increases their damage output. Their only drawback is their low Defense rating, so make sure to equip them with strong armor.

JOB STRATEGY

The Devastation abilities act as a stronger version of the soldier's Arts of War set, which inflicts damage while also lowering the enemy's attributes. These abilities have the same power as the raptor's standard attack, so use them as your main damage-dealing option. Especially powerful is Speed Crush, which slows down enemy actions significantly.

Aside from Devastation's attribute-lowering options, the Cyclone and Whirlwind abilities are very useful magick attacks. With a range of 4-tiles, both of them have a long attack range, so use them until your raptor gets close enough to the enemy to use stronger attacks.

DEVASTATION

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Power Crush	0	Varies by weapon	Physical attack + reduces target's Defense.	Samson Sword
Mind Crush	0	Varies by weapon	Physical attack + reduces target's Resistance.	Falchion
Speed Crush	0	Varies by weapon	Physical attack + reduces target's Speed.	Predator
Soul Crush	0	Varies by weapon	Physical attack that reduces target's HP and MP.	Rhomphaia
Cyclone	16	4	Wind-elemental magick attack against units within target area.	El-Cid
Bulwark	0	Self	Reduces Resilience to 0, but nullifies all damage until next turn.	Vajra
Shield Bash	0	1	Knockback + Disable debuff on target. Can only be used while equipped with a shield.	Beastsword
Whirlwind	8	4	Wind-elemental magick attack + Confuse.	Claymore
R Reflex	N/A	N/A	Dodges standard attacks from all non-ranged weapons.	Genji Armor
R Counter	N/A	N/A	Responds to adjacent units' attacks with a standard attack.	Headband
P Monkey Grip	N/A	N/A	Allows user to hold two-handed weapons (except bows, greatbows, and hand-cannons) in one hand.	Stribog
P Safeguard	N/A	N/A	Prevents user's equipment from being destroyed or stolen, and renders all Thievery abilities ineffective.	Iron Armor
P Shieldbearer	N/A	N/A	Allows any job to equip shields.	Platinum Shield

TACTICS

Ribbon Protection

The Bulwark ability's only weakness is the Resilience penalty, which leaves your raptor vulnerable to debuffs. This weakness can be negated though by equipping her with a ribbon, which protects against all debuffs. Use Bulwark to protect your raptor while she builds MP, or to safely approach a distant treasure chest.



Equipping a Shield



RACES THAT USE THIS JOB



Gria

Normally a two-handed broadsword prevents your raptor from equipping a shield, weakening her defense and making it impossible for her to use Shield Bash. Correct this by using the Monkey Grip passive ability to enable her to equip both a broadsword and a shield at the same time.

RAVAGER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	DAMAGED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	1	0%	40%	18			C	D	D	A	B	E	E

UNLOCK CONDITIONS

Clear the Ravager sub quest. Then, master one hunter action ability

WEAPONS: Greatsword

ARMOR: Helm, Hair Accessory, Hat, Heavy Armor, Light Armor

JOB OVERVIEW

An impressive attack stat and the ability to wield greatswords make the ravager excellent at pummeling enemies with constant physical attacks.

They also have access to the Feralism ability set, which offers myriad ways to deal heavy damage to an enemy through number manipulation. Their one flaw is their low Resistance stat, which makes them weak to spells.

JOB STRATEGY

The ravager has many powerful abilities for dealing fatal damage to foes, but the most useful is Sneak Attack. This skill inflicts various levels of damage depending on the position the strike is used from: only half the amount of a standard attack when in front of the enemy, 1.2 times the amount when used from the side, and 2 times the strength when used from behind. Since normal attacks already do double damage from behind, hitting your enemy's back with Sneak Attack will inflict 4 times the normal damage. If you're feeling edgy, use Battle Cry to improve its damage output even further. You can also set the Unscarred passive ability for an even bigger effect.

FERALISM

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
En Garde	0	Self	Counters all attacks from adjacent units with standard attack until next turn.	Xankbras
Battle Cry	0	Self	Increases own Attack, decreases own Defense.	Ancient Sword
Overpower	0	1	Physical attack. Does not trigger target's R-Abilities.	Vigilante
Tenacity	0	Varies by weapon	Physical attack. Deals damage in proportion to number of debuffs active on self.	Hardedge
Full Assault	0	Varies by weapon	Powerful physical assault. Unit is dealt Sleep debuff after use.	Ogrenix
Sneak Attack	0	Varies by weapon	Physical attack whose power is modified by direction.	Dagrioim
Sweeping Spin	0	1	Physical attack against all adjacent units.	Diamond Sword
Blast Wave	0	4	Physical attack against units within target area.	Zweihander
R Strike Back	N/A	N/A	Dodges standard attacks from non-ranged weapons and responds with a standard attack.	Bone Plate
R Bonecrusher	N/A	N/A	Responds to standard attacks from non-ranged weapons with an attack that deals 1.5x damage received.	Dragon Mail
P Defense Up	N/A	N/A	Raises Defense by 20%.	Diamond Armor
P Unscarred	N/A	N/A	When HP is full, user's Attack, Defense, Magick, and Resistance increase by 50%.	Judicer's Coat
P Tank	N/A	N/A	Allows any job to equip helms and heavy armor.	Platinum Armor

TACTICS

Trapping

Always use the hunter's Trapping set as your ravager's second action ability. This gives her access to the long-range Sonic Boom which deals damage identical to that of her extremely powerful standard attack. It also lets her use the one-shot kill Ultima Shot, assuming she can store up enough MP.



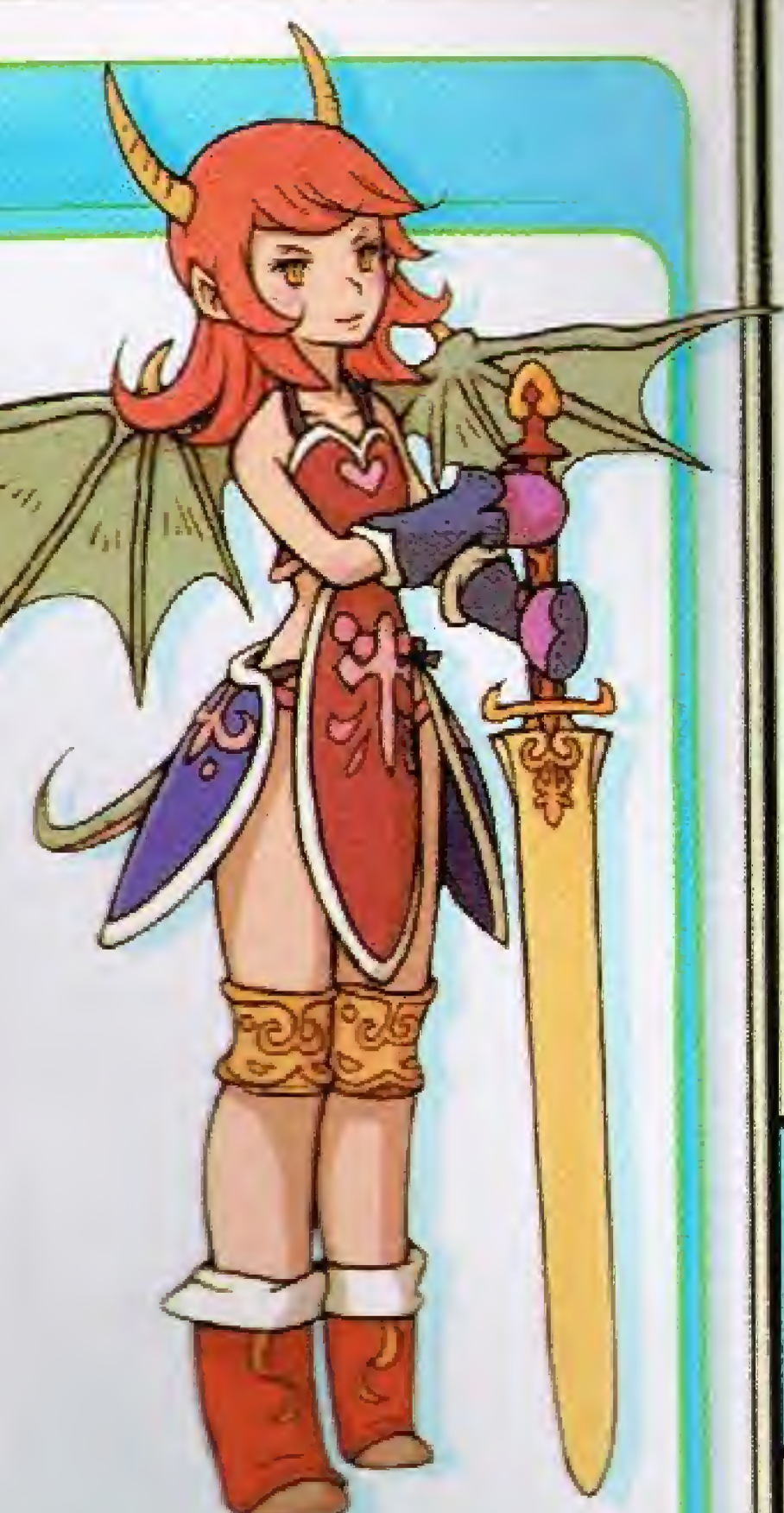
Improving Full Assault



RACES THAT USE THIS JOB



The Full Assault skill deals substantial damage at the cost of putting the user to Sleep. Equip items like the Luabreaker or the ribbon to nullify the Sleep debuff. Full Assault comes in handy when you aren't in a position to strike the back of your enemy with Sneak Attack.



GEOMANCER

JOB STATS	BASE	MOVE	JUMP	EVASION	RESISTANCE	DAMAGED	GROWTH	HP	MP	SPD	ATK	DEF	MAG	RES
	4	1	0%	60%	18			D	C	D	D	A	D	A

UNLOCK CONDITIONS

Clear the Geomancer's Way - Mist sub quest, then master one hunter action ability

WEAPONS: Pole

ARMOR: Hair Accessory, Hat, Light Armor, Robe

JOB OVERVIEW

Geomancers rely heavily on the current weather or terrain found on the battlefield. If both factors are in their favor, geomancers can use powerful

long-range attack spells that inflict harmful debuffs on enemies. Unfortunately, the erratic nature of their spell list makes them ineffective on some maps. Check enemy types, weather, and terrain before deciding to deploy them.

JOB STRATEGY

Weather won't change during a battle. The effectiveness of some abilities, like Venom Squall, varies based on the current weather. Check the climate

conditions before you begin battle and change your equipment accordingly. Leave weather-sensitive abilities for later, and give priority to abilities with Embrace in the title, such as Artifice's Embrace. These can only be used on special types of terrain, but if your geomancer masters all four of them, she'll have access to at least one spell regardless of the field you're on.

GEOMANCY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Shining Flare	12	6	Fire-elemental magick attack against units within target area. Can only be used while weather is Fair.	Always Available
Venom Squall	12	6	Water-elemental magick attack + Poison against units within target area. Can only be used while weather is Rain.	Zephyr Pole
Avalanche	12	6	Ice-elemental magick attack + Sleep against units within target area. Can only be used while weather is Snow.	Eight-fluted Pole
Mist Storm	14	6	Dark-elemental magick attack that reduces HP and MP of units within target area. Can only be used while weather is Mist.	Fanatic
Nature's Embrace	8	6	Magick attack. Can only be used while user is on natural terrain.	Always Available
Artifice's Embrace	8	6	Magick attack + Slow. Can only be used while user is on artificial terrain.	Gokuu Pole
Life's Embrace	8	6	Magick attack + Invincibility. Can only be used while user is on organic terrain such as grass.	Iron Pole
Earth's Embrace	8	6	Magick attack + Stun. Can only be used while user is on inorganic terrain such as stone.	Ivory Pole
R Magick Counter	N/A	N/A	Can remove negative magick effects back or their caster. MP required is equal to MP cost of the spell cast.	Somite Coat
R Critical: Evasion Up	N/A	N/A	Increases Evasion when HP Critical.	Cartesian
P Defense Up	N/A	N/A	Raises Defense by 20%.	Magus Robe
P Avoid Traps	N/A	N/A	Stepping on traps will not trigger them.	Silken Boots

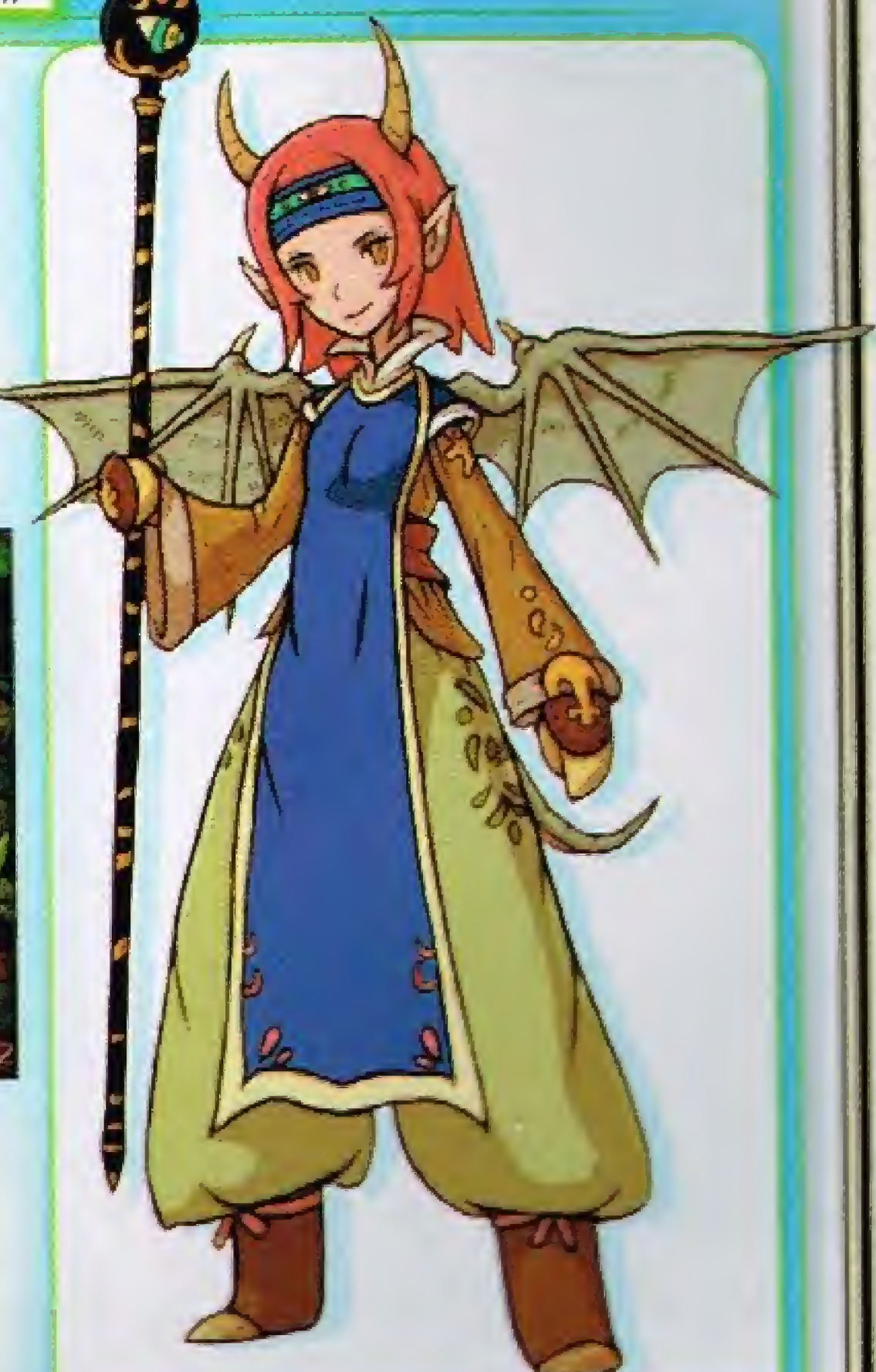
TACTICS

Back Up

If your geomancer hasn't learned all the Geomancy skills, her effectiveness may be limited on certain types of terrain. Set her other action ability to Devastation so that she can access all-around useful abilities like Whirlwind.



RACES THAT USE THIS JOB



BARD (HURDY)

JOB STATS	HP	MP	SPD	ATK	DEF	MAG	RES
	D	C	D	E	E	B	C

UNLOCK CONDITIONS

Clear the *Making Music* main quest

WEAPONS: Instrument
ARMOR: Hat, Light Armor

JOB OVERVIEW

Usable only by Hurdy, the bard job is a special class that uses music to heal wounds and increase allies' attributes. The bard's game plan is strictly support oriented, leaving few options for attack. This also causes their Defense stat growth to be low, so keep them away from the front lines and focus on support.

JOB STRATEGY

The bard's Soul Etude has a wide area of effect and restores not only HP, but removes debuffs as well. The Magick Ballad song also restores MP, and Nameless Song confers random buffs. When using these abilities, gather your allies together so he can affect many of them at once. Abilities like Angelsong can be used to support a single ally with the Regen buff in the midst of a chaotic battle.

SONG

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Requiem	0	4	Magick attack against units within target area. Only works against undead.	Always Available
Hide	0	Self	Renders self Invisible.	Always Available
Angelsong	0	4	Grants Regen buff to target.	Hurdy-gurdy
Battle Chant	0	4	Raises Defense of target.	Always Available
Magickal Refrain	0	4	Raises Resistance of target.	Always Available
Nameless Song	0	4	Grants 1 random buff to units within target area.	Frigid Viol
Magick Ballad	0	4	Restores 10 MP to units within target area.	Shining Lute
Soul Etude	0	4	Restores HP and removes some debuffs of units within target area.	Brilliant Theorbo
R Critical: Vanish	N/A	N/A	Renders self Invisible when HP Critical.	Always Available

TACTICS

Black Magick

The bard's songs can only be used offensively against the undead, so give him Black Magick to increase his firepower. Once he's cast all the support magick he can, switch his duties to offensive spell casting. If he runs out of MP, have him use Magick Ballad on himself to restore it.

Soul Etude

Unlike Cure, Soul Etude actually restores the HP of undead units as well, so you can't use the trick of restoring your allies while damaging undead during battle.



RACES THAT
USE THIS JOB



Hurdy

HERITOR (ADELLE)

JOB STATS	HP	MP	SPD	ATK	DEF	MAG	RES
	D	C	B	C	C	C	C

UNLOCK CONDITIONS

Clear the *Gifted* side quest

WEAPONS: Knife, Sword, Blade, Saber, Knightsword, Greatsword, Broadsword, Katana, Rod, Staff, Pole
ARMOR: Hair Accessory, Hat, Light Armor, Robe

JOB OVERVIEW

After you've cleared the *Through Another's Eyes* main quest, Adelle gains the heritor job. This is a very powerful job with high mobility and access to several powerful weapons and abilities. It's highly recommended that you take the time to learn every skill within the Instinct action ability set to get the most out of the job.

JOB STRATEGY

The equipment that houses heritor abilities isn't sold in stores, but can be obtained by clearing the side quests listed in the Learning Heritor Abilities chart. The Adelaide skill doesn't require equipment to learn and is instead obtained after clearing *Unplumbed Depths*.

Once obtained, the Instinct abilities should be well worth the effort it takes to get them. Most have a long attack range and don't consume any MP, making them very flexible. Use these skills when the appropriate situations arise: attack with Hilo when you're far away from the enemy, and use Lennart when fighting against nearby groups of adversaries.

LEARNING HERITOR ABILITIES

ABILITY	QUEST	EQUIPMENT RECEIVED
Viola	A Lost Companion	Tiptoptwo
Wermut	Help!	Whale Whisker
Ljda	Woman of the Wood	Ayvuir Blue
Nesiaam	The Beast of Aisenfield	Nagarak
Elpe	Shrine of the Poling Gods	Hyakushiki-masamune
Hilo	Bringer of Doom	Chirijiraden
Adelaide	Unplumbed Depths	-

INSTINCT

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Wermut	0	4	Physical attack + Slow	Whale Whisker
Nesiaam	0	Varies by weapon	Physical attack + Addle	Nagarak
Lennart	0	4	Physical attack against units within target area.	(Unlocked)
Hilo	0	6	Physical attack + Confuse	Chirijiraden
Elpe	0	All Allies	KO's self to restore HP of all allies completely, and restore all allies to consciousness.	Hyakushiki-masamune
Viola	0	6	Deals damage in inverse proportion to currently remaining HP to units within target area.	Tiptoptwo
Ljda	0	1	Inflicts Charm debuff on target.	Ayvuir Blue
Adelaide	0	1	Grants Regen buff to target.	(Unlocked)

TACTICS

Viola

Boasting an incredible 6-tile attack range, the powerful Viola deals damage inverse in proportion to Adelle's current HP (meaning it deals more damage the less HP she has). To get the most out of the skill, try not to restore Adelle's HP when possible. Equip her with the Angel's Ring or cast Reraise on her to give her the Reraise buff, so that even if she's defeated she'll come back to life immediately.

Elpe + Reraise

As another reason to cast the Reraise buff on her, the Elpe ability KO's Adelle to fully rejuvenate every ally on the field, whether they're low on HP or unconscious. Giving Adelle the Reraise buff removes the penalty and risk of using Elpe, making it far more useful to her. In addition to this, the Elpe and Reraise combination is perfect for instantly putting Adelle in a critical status, which is quite useful for powering up the Viola attack.



RACES THAT
USE THIS JOB



Adelle

DANCER (PENELO)

SKY PIRATE (VAM)

HERITOR (ADELLE)

BARD (HURDY)

SKY PIRATE (VAAN)

JOB STATS

HP	MP	SPD	ATK	DEF	MAG	RES
4	3	40	50	15	0	0

UNLOCK CONDITIONS

Clear the *Where Could He Be?* side quest

WEAPONS: Sword, Blade, Saber
ARMOR: Hat, Light Armor

JOB OVERVIEW

This Vaan-exclusive job acts as a variant to the thief job, carrying many abilities that make it easier to steal higher level loot and gil. His high *Speed* stat helps to complement these abilities, but it's marred by low growth rates for every other statistic. This doesn't hurt the overall purpose of the sky pirate though, which is looting an enemy's valuables.

JOB STRATEGY

Your focus when using Vaan is to steal enemy items and gil, and then to act as combat support when you aren't eyeing someone's wallet. Prioritize

learning Trophy Hunt, which earns a Lv. 4 piece of loot if the strike defeats the target. This skill inflicts very little damage, making it difficult to deliver the killing blow, but the reward is well worth the effort. Also, obtain Steal and Swipe, which should give you the remainder of the abilities you need to take items and gil. You'll also want to learn Vigilance to keep Vaan from taking any devastating hits, along with Razor's Edge and Flee to improve his Evasion and Movement range. Flee in particular should be used at the onset of battle to make it easier to position Vaan next to an enemy.

When you've bled the enemy dry of items and gil, carefully take on combat duties. Use Shadow Stalk to safely attack enemies without activating their reaction abilities. You can also try using Life of Crime if you've stolen enough times to make the damage output favorable.

PIRACY

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Trophy Hunt	0	Varies by weapon	Physical attack. Gains Lv. 4 loot if enemy is killed with this strike.	Harpe
Shadow Stalk	0	Varies by weapon	Physical attack. Does not engage target's R-Abilities.	Always Available
Salvage	0	1	Disarms traps to gain loot.	Always Available
Life of Crime	0	1	Physical attack. Deals damage in proportion to number of steals.	Ebon Blade
Steal	0	1	Steals one of the following from the target: loot from Lv 1-4, consumable item, gil. Hit rate is half of standard attack's.	Always Available
Swipe	0	1	Steals target's gil. Doubles the amount of gil normally stolen. Hit rate is half of standard attack's.	Manganese Saber
Razor's Edge	0	Self	Increases own Evasion.	Always Available
Flee	0	Self	Increases own Move.	Adamant Blade
R Sticky Fingers	N/A	N/A	Catches and acquires weapons thrown with Throw and Weapon Toss.	Always Available
P Vigilance	N/A	N/A	Does not take extra damage from attacks from the side or back.	Always Available

TACTICS

Infinite Loot

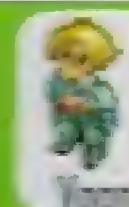
The profitable Salvage can be used on traps that your own allies have set. The higher the level of the character setting the trap, the higher the rank of the loot obtained. This allows you to repeatedly use Salvage on traps set by allied rangers, which can be done indefinitely for as much loot as you want.



Life of Crime



RACES THAT USE THIS JOB



The skill Life of Crime starts out dealing as much as a standard attack, but becomes more powerful as Vaan steals. The exact increase is +10% to his standard damage for each successful steal. Steals earned from the thief's Thievery abilities count toward this increase as well. When used after 90 steals, this attack deals 10 times the damage it does normally.

DANCER (PENELO)

JOB STATS

HP	MP	SPD	ATK	DEF	MAG	RES
4	2	0%	60%	10	D	B

UNLOCK CONDITIONS

Clear the *An Elegant Encounter* side quest

WEAPONS: Knife, Rod, Staff, Pole
ARMOR: Hair Accessory, Hat, Light Armor

OVERVIEW

The graceful Penelo has the special dancer job, which uses dance techniques to weaken or damage the enemy party. Though her Defense stat is low, many of her abilities have long range, so you can keep her acting safely from the back row of your group. As an interesting addition to her strengths, Penelo automatically has the Halve MP ability learned.

JOB STRATEGY

Penelo's best asset is her ability to weaken enemies. Skills like Forbidden Dance, which inflicts multiple debuffs on enemies, and Polka, which lowers

Attack, can be quite helpful for keeping adversaries soft. Work to weaken strong enemies with these skills, and attack weaker enemies with Mincing Minuet and Jitterbug, which have power that compares to Fira and other spells. Jitterbug specifically can also restore her HP, so give it priority over other attacks.

DANCE

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Mincing Minuet	0	4	Magick attack.	Always Available
Blade Dance	0	1	Executes 2 consecutive physical attacks. Can only use while a knife, sword, or katana is equipped.	Always Available
Forbidden Dance	0	4	Inflicts Confuse, Disable, Immobilize, and Sleep debuffs on target.	Heretic Rod
Slow Dance	0	4	Inflicts Slow debuff on target.	Always Available
Witch Hunt	0	4	Reduces target's MP.	Always Available
Polka	0	4	Reduces Attack of all units within target area.	Eszrom Baton
Heathen Frolic	0	4	Reduces Magick of all units within target area.	Force Rod
Jitterbug	0	4	HP-draining Magick attack.	Staff of the Magi
R Critical: Quicken	0	N/A	Turn comes up immediately when HP Critical.	Always Available

TACTICS

Summoning

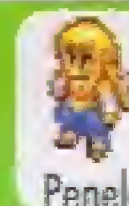
The Summoning skill set is recommended for dancers, as they have no attacks with wide areas of effect. If there aren't many enemies around, use dances. If there are a lot of enemies around, use Summoning. Penelo has Halve MP mastered by default, so there's no need to worry about running out of MP.



Blade Dance



RACES THAT USE THIS JOB



The Blade Dance ability can only be used when certain bladed weapons are equipped (knife, sword, or katana). Spellblades, assassins, and dancers are the only ones who can use them.

AGENT (AL-CID)

JOB STATS

HP	MP	SPD	STR	DEF	MAG	RES
C	D	C	C	C	E	D

UNLOCK CONDITIONS

Clear the *A Refined Recruit* side quest

WEAPONS: Gun

ARMOR: Hat, Light Armor

JOB OVERVIEW

The agent job is only available to Al-Cid, who can use no other jobs. This unique job uses abilities designed to support female characters, which can be quite powerful when he's surrounded by lovely ladies. His stat growth rates are average, so equip him with strong equipment to compensate.

JOB STRATEGY

Al-Cid's inability to change jobs may seem terrible at first, but the agent job really starts to shine when the remainder of your party consists of females. Al-Cid has a number of support abilities that only affect female characters, many of which improve their stats or provide protection. This enables him to be a very effective support unit, casting Fawn and Enchant to improve his allies' stats, or Escort to protect them from danger. When he isn't looking out for his ladies, have Al-Cid use Reckless Abandon and Flourish to inflict damage to enemies from a distance.

RECONNAISSANCE

NAME	MP	RANGE	EFFECT	EQUIPMENT MASTERED
Escort	0	6	Takes damage in place of the selected unit until user's next turn. Can only be used on female units.	Always Available
Flourish	0	Varies by weapon	Physical attack. Deals damage in proportion to number of allied female units deployed.	Chaos Rifle
Fawn	0	7	Gives Regen and Astra buffs. Can only be used on female units.	Outsider
Enchant	0	1	Inflicts Charm debuff if used on an enemy; increases Attack and Magick if used on an ally. Can only be used on female units.	Peacemaker
Interrogate	0	6	Check all of target's loot, gil, and consumable items. Reveals all traps on the battlefield and renders all units visible.	Always Available
Succor	0	Self	Restores own HP and removes some debuffs.	Silver Cannon
Impassion	0	3	Increases critical hit rate, gives Berserk buff.	Always Available
Reckless Abandon	0	Varies by weapon	Physical attack + reduces target's Speed. Can only be used while equipped with a gun.	Longbarrel

TACTICS

Flourish

The Flourish skill deals increased damage for each additional female used in your attack party. If no women are deployed, it only hits for half of your standard attack damage, but with five in your party, it inflicts 3 times the damage of your regular attack.

Don't Forget Items!

Al-Cid can't change jobs, but he does have the mastered Items ability set. Don't forget to set it so that he can use restorative items.

Interrogate

Al-Cid's Interrogate does a number of useful things, but the most interesting is the ability to see traps and invisible enemies. This is an important skill to have around as it keeps Al-Cid's ladies from running into anything unexpected.

RACES THAT
USE THIS JOB



Al-Cid



THIS DOESN'T LOOK LIKE THE LIBRARY...

The world Luso finds himself in is very different from the one he left behind; but with a little help from his new friends in Clan Gully, he quickly acclimates himself to their world. The game system in FINAL FANTASY TACTICS A2: Grimoire of the Rift is intuitive and easy to use. With just a little knowledge, you can soon make your way confidently through this new world, just like Luso.



Klesta looks angry!

Many of the terms used are somewhat familiar to FINAL FANTASY fans, and fans of RPGs in general, but also have their own uses within this game world. If you are new to the genre, this section gives you all of the basic information you need to get started. Even if you're an experienced player, take a moment to familiarize yourself with the game mechanics. Powerful spells and attacks are great, but a firm understanding of how the game works really gives you an advantage in battle. Knowledge is often the most powerful tool you have.

UNITS

Every character—friend, enemy, ally, or monster—is a unit. Each unit is either a member of one of the seven unique races (humes, bangaa, nu mou, viera, moogles, seeqs, or gria) or is a monster. Each of these units can learn a job, which allows it to acquire unique abilities specific to that job. The job section of this guide provides you with in-depth information about all the various jobs available to each race. These individual units often come together to form a clan, like Luso's clan, Clan Gully, to face the dangers and challenges of Ivalice together.

STATS

Every unit has certain characteristics that determine how they perform in battle. These stats grow as you move through the game.

Level (Lvl): This indicates what level your units are. The higher your level, the more challenges you are able to face successfully.

Experience (Exp): As you vanquish foes, you gain experience. By gaining experience, your units level up, becoming more formidable fighters. While your whole clan gains ability points when you finish a quest, only units participating in a battle gain experience.

Hit Points (HP): How much damage a unit can take before being knocked out (KO'd) is measured in Hit Points. The higher your HP, the more hits you can take. Having a large pool of HP is useful to every job, but is especially important to those units that take part in melee combat, like warriors and soldiers.

Mist Points (MP): Using magick is harder than it looks, and even the most skilled casters can't do it indefinitely. Each spell cast costs a certain number of Mist Points. The cost is deducted from a unit's current pool of MP. MP increase over time as each turn passes, so spells with a high MP cost may not be available at the start of a battle, but if a unit conserves MP, the high cost spell should be ready to go once the unit gains enough MP. Units that rely very heavily on magick, like mages and elementalists, should learn to use their spells strategically. Certain abilities and items can increase the rate of regeneration of MP, or even give you an immediate boost.

Move: This indicates how many tiles a unit can move in one turn if unhindered by terrain obstacles. The amount varies per job and can also be modified by some items and abilities. Some units can even fly, which easily gets them around obstacles on the battlefield. A unit's move stat is very important, especially for melee characters, because getting within range of your foes is half the battle!

Jump: A unit's Jump rating indicates simply how high it can jump. Many battlefields have varying degrees of elevation and a high Jump rating can allow the unit easier access to foes or to special items like treasure. Flying units ignore their Jump rating since they can reach any height within their movement range.

Evasion: Your Evasion rating determines the percentage chance that unit has of evading any attack, magical or melee, which is always useful.

Speed: A unit's Speed determines where it falls in the order of turns for each round. A higher Speed rating means that the unit gets to go ahead of units with a lower Speed. Getting in the first attacks is often advantageous!

Attack: The Attack rating measures a unit's ability to dish out damage in melee combat with physical attacks.

Defense: A unit's Defense determines how much physical punishment it can take, lowering all physical damage taken. While a higher Defense rating is useful to anyone, it is especially useful for those units that frequently engage in melee combat.

Magick: Just as a unit's Attack measures its physical attack strength, Magick directly affects how much damage a unit's spells do.

Resistance: This stat measures how well a unit can defend against magical attacks. A higher resistance means a unit can stand up longer against an arcane onslaught because it lowers all magical damage taken.



Keep an eye on the information for each unit.

ABILITIES:

Each job gives units job-specific abilities which aid in combat in various ways. These abilities make each unit uniquely useful on the battlefield and serve to differentiate each separate job from the others. Mastering each job's different abilities is one of the most rewarding challenges in the game. Doing so allows you to select the best units for each battle, stacking the odds in your favor! Abilities can be divided into three types: action, reaction, and passive.

Action abilities are those that a unit willfully uses during combat through choosing Action from the combat menu. This leads you to a list of available abilities, like spells or special attacks, from which you can select. You gain abilities by wearing equipment specific to your job which has those abilities on it. Just by being part of a clan, a unit gains ability points for any quests the clan completes whether the unit joined in combat or not. While wearing equipment, you can use that ability and wearing it long enough allows you to master that ability. Once an ability is mastered, you can choose to use it at any time, even after removing the relevant piece of equipment. So, by switching equipment once you master its abilities, you can learn a wide range of different abilities for each job.

Passive abilities are job-specific abilities that you choose to equip before the battle. You can learn these from certain pieces of equipment, just like your action abilities. You can choose which passive abilities to use in the same way you select your action abilities.

Reaction abilities automatically come into play during a certain set of circumstances, usually an attack. Reaction abilities are great because they allow you an action between turns. For example, one of the most common reaction abilities is Counter. When a unit is attacked, this ability automatically attacks any adjacent unit attacking the unit with Counter enabled, dealing extra damage to a foe. Reaction abilities are very

useful, but you should always remember that opposing forces often have them too.

Each unit can learn many different abilities, but can only equip two action, one passive, and one reaction ability at a time. One exception to this rule is the alchemist who can always use the Items ability in addition to its job-specific ability.

You can set abilities by choosing Unit Info from the main menu and selecting the unit you wish to adjust. Select which type of ability you want to change, then you can select an ability from the list.



This unit does not yet have any passive abilities to select from.

Do this for both action abilities as well as your passive and reaction abilities.

EQUIPMENT

Equipment allows you to learn different abilities for all jobs. Many pieces of equipment have multiple abilities on them that can be used by different jobs. For instance, you may receive a weapon that can teach two different spells to two different jobs. The weapon may be used by a white mage or a black mage, but each unit only has the option of learning their own job-specific spell from it.

Equipment can be switched outside of battle or during deployment, but can't be switched once the battle has begun. Once a job has mastered the desired ability from a piece of equipment, it is often useful to equip it on another unit so that it may learn a new ability as well.

You can view each piece of equipment and which units can use it by going to the Unit Info selection from the main menu and then select which unit you want to adjust or view. You can then view the items available to each class. You can see all of your items by pressing **X** for the Item List.



Scroll through the items to view their details.

When viewing the Item List, the L button shows you which jobs can use the item on the top screen. The R button brings up information on the item itself, such as what abilities you can learn and what elements, if any, a piece of equipment uses.

Notice that you can see your unit's stats on the top screen. As you scroll through your list of available equipment, you can see how the piece affects your stats.

ELEMENTS

Many weapons and spells deal elemental damage. Always keep in mind which elements you use because certain foes are weak against certain elements, but take little damage from others.

COMBAT

Battle is at the heart of the adventuring life! Not every problem can be solved on the battlefield, but you can make your way across the world you discover that a good many of them can!

Objective

At the start of each battle, you're given a clear cut objective. Often, this is to "Defeat All Foes!", but there can also be many different things such as defeating one target, protecting an ally, or finding an object among others. This objective can always be found on the top screen.

Judge's Law

Some clans have a Judge that protects them by giving them the ability to resurrect clan members that have been KO'd during battle, as well as the benefit of a clan privilege. This good will doesn't come without a

price though. The Judge requires that you follow a specific law during each encounter. Some laws are relatively easy to follow, while others can be quite challenging. Always take the law into account when preparing for battle as it can often have a large effect on which units you choose to deploy, and how you equip them. The table below lists the Judge's laws you may encounter.



Always pay close attention to the Judge's law!

JUDGE'S LAWS

FORBIDDEN	NOTES
< 100 Damage	You can't do less than 100 damage with any action, ability, or spell. Be sure to always use your big weapons during this fight.
< 20 Damage	You can't do less than 20 damage with any action, ability, or spell.
< 50 Damage	You can't do less than 50 damage with any action, ability, or spell.
< or = 20 HP	None of your units can fall to 20 HP or below.
> 100 Damage	You can't do more than 100 damage with any action, ability, or spell.
> 50 damage	You can't do more than 50 damage with any action, ability, or spell.
Actions by Bangoo	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Actions by Gria	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Actions by Humes	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Actions by Moogles	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Actions by Nu mou	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Actions by Seeg	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Actions by Viera	The listed race can't perform any actions. It is best to leave them behind for this engagement.
Attack	You can't perform regular attacks. Use only spells and special attacks for this battle.
Back Attack	Don't attack any units from behind.
Being Robbed	None of your units can be robbed. Be sure to stay far away from thieves.
Bladed Weapons	You can't use bladed weapons. Be sure to switch out equipment where necessary.
Bludgeoning Weapons	You can't use bludgeoning weapons. Be sure to switch out equipment where necessary.
Bufs	None of your units can be buffed.
Bufs and Debufs	You can't use either buffs or debuffs.
Copycat	You can't do whatever the unit before you did. This is true of enemy or ally units.
Debufs	You can't use debuffs.
Elemental Effects	No attacks or spells can use any of the elements.
Fire	No attacks or spells can use Fire.
Fire, Ice, Lightning	No attacks or spells can use Fire, Ice, or Lightning.
Grouping	Units can't be next to each other. You can move up to attack, but must move so that at the end of their turn each unit is not near another, enemy or ally.
Harming Bangoo	Don't harm the listed race.
Harming Females	Avoid harming any female units in this battle.
Harming Gria	Don't harm the listed race.
Harming Humes	Don't harm the listed race.
Harming Males	Avoid harming any male units in this battle.
Harming Moogles	Don't harm the listed race.
Harming Nu mou	Don't harm the listed race.
Harming Seeg	Don't harm the listed race.
Harming the Opposite Sex	Each unit must only harm units of the opposite sex. Be careful to watch out for your area attacks and spells with this one.
Harming the Weak	You can't harm units that are weaker than your units.
Height > or = 10	You can't position your units on any tiles that have a height of 10 or more.
HP < 100	Don't let your HP get below 100.
HP < or = 200	Don't let your HP get equal to or below 200.
Ice	No attacks or spells can use Ice.
Instruments and Books	You can't use any instruments or books. Units that depend on these items, such as the bard or scholar, are almost useless here.

UNBIDDEN	NOTES
Using Items	You can't use items of any kind. Combat this by taking plenty of healing units with you into battle.
Knockback	You can't knockback any enemies. Be sure to unequip any abilities that allow you to knockback.
Lightning	No attacks or spells can use Lightning.
Missing	You can't miss. This is one of the more difficult laws to follow. Use attacks and abilities that have a greater chance of hitting the target.
Elemental Attacks	Every attack you use must be elemental based.
Staying Moving	You can't stay in one position but must move each turn.
Moving 1 Tile	You must move 1 tile each turn.
Moving 3 Tiles	You must move 3 tiles each turn.
Using MP	Every unit must use MP on each turn.
Opportunity Commands	When an Opportunity Command comes up, decline to use it.
Piercing Weapons	You can't use piercing weapons. Be sure to switch out equipment where necessary.
Ranged Attacks	You can't use ranged attacks. Choose your units accordingly.
Ranged Weapons	You can't use ranged weapons. Choose your units accordingly.
Reaction Abilities	Make sure you remove any reaction abilities from your ability list prior to battle.
Receiving Buffs and Debuffs	Your team can't receive buffs or debuffs.
Restoring HP	You can't restore any HP, by any means. Take units with high HP into this battle.
Restoring MP	You can't restore any MP, by any means.
End of Turn	Each unit must end their turn near an enemy or an ally unit.
Summoning Scions	You are forbidden from summoning Scions in this battle.
Ending	You can't end a turn in a water tile.
Targeting Adjacent Units	You can't target units that are next to you.
Targeting All Units	Don't use spells or abilities that target all of your units or all of your enemy's units.
Targeting an Area	Don't use any spells or abilities that target more than one tile.
Targeting Distant Units	Everyone you attack must be next to you.
Targeting Self	You can't use any items, abilities, or spells on yourself.
Using > or = 20 MP	Don't use any spells that take 20 or more MP.
Using MP	You can't use any MP. Make sure to deploy only non-casting units in this battle.

Break the law and you lose the protection of your Judge. The benefits of your Clan Privilege are negated and you can't revive KO'd party members for the duration of the battle. Pay attention to the law during each battle, making deployment or equipment adjustments as necessary before the battle begins. Also pay attention to each action you perform to make sure you stay on the right side of the law. If you can win the battle and adhere to your Judge's law, you not only get the benefits, but also receive a Judge's Reward which varies per battle.

Deployment



Each battle is unique and requires you to deploy units based on the needs of the fight. At the top left corner of the bottom screen, you can see how many units you are allowed for each battle. To deploy your team, scroll through your available units on the top screen. Keep in mind any special needs you may have for this map based on the Judge's law or your foes.

During deployment, the allowed deployment area lights up and you can place each unit on the tile you

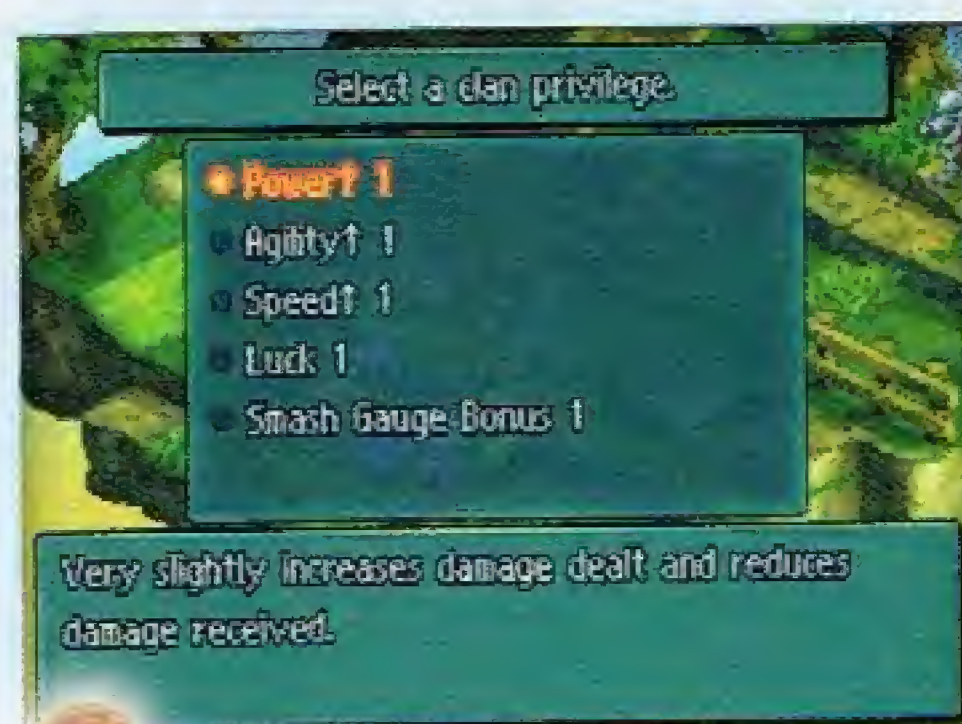
choose. Try to get your melee units as close to the enemy as you can, while leaving your more vulnerable units in back where they have some protection. While some battlefields may call for a different setup, this is a good rule of thumb to follow. Once you have selected the tile for a unit, you must then select which direction you want it to face. This is especially useful when near enemy units so that they don't get a bonus for attacking you from the back. From here you can also change the equipment on each unit if necessary.

Beginning the Battle!

Once you have deployed your units to your satisfaction, choose to begin the battle. The first thing you do is select your Clan Privilege. This can affect all units, but some Clan Privileges only affect certain races.

On the top screen you see the order in which both your units and the enemy units are able to act.

When it's your turn, each unit has options on what to do in battle.



Selecting the right Clan Privilege can really make a difference!

Battle Commands

Move: Your unit can move a certain number of tiles, depending on their Move rating and the layout of the battlefield. This can be done at the start of a turn or at the end.

Wait: You can choose to Wait, which leaves your unit in place, performing no action.

Action: There are many different types of actions you can perform on the battlefield.

Attack: This is the basic weapon attack that each unit can do. It doesn't use any specific abilities and is a straightforward melee or ranged attack.

Action Abilities: Each unit can have two action abilities. Selecting one of these often opens up another menu which allows you to select a specific action or attack from a job-specific list. These may be attacks or spells to harm the enemy, or they may be abilities or spells that grant your units buffs, or debuff the enemy.

Opportunity Commands: During battle you sometimes are able to enact Opportunity Commands. There is a random chance that an Opportunity Command menu pops up, allowing you to respond to the opportunity, which is determined by the type of terrain your unit is standing on.



THE MAP



Locations with quests have an icon above them.

To make your way in the world, use the Map. You can navigate between areas, exploring each region and battling your way across the world. Each node offers exciting challenges and by completing the quests in the game, you get to explore the exciting, and sometimes dangerous, world.

The World Map shows you an overview of the regions that make up the world. Each region has its own map that shows you the various locations available to visit. Locations you need to visit for a quest have an icon over them, guiding you to that location.

QUESTS

Adventuring clans like Clan Gully make their bread and butter by roaming the world, picking up quests from local pubs, and getting into interesting situations. Quests are divided into three main types: main quests, sub quests, and side quests. You can find a section in this guide on each of these that gives you all the information you need to find and complete each quest.

CALENDAR

The calendar in game affects the availability of many quests. You can always see the date by looking at the top screen any time you're not engaged in battle. Each month lasts 20 days.

MONTHS					
Greenfire	Rosefire	Goldsun	Ashleaf	Emberleaf	Blackfrost
Bloodfire	Coppersun	Silversun	Mistleaf	Plumfrost	Skyfrost

There are certain spots in the world, like the Witch's hut in Tramline Fens, where you can rest and pass the time. You can pass different amounts of time, depending on which dialogue selection you choose:

CHOICE	TIME PASSED
Just a little.	20 days
Pretty tired.	60 days
Exhausted!	200 days

This is useful when you're waiting for a quest or an auction to become available.

MAIN QUESTS



Though Luso and his allies can take part in many, many quests, main quests are those quests that are required to advance the storyline. Because of the increasing difficulty of the foes you face, it isn't possible to just go through the game taking on only the main quests; you need to take part in other battles in order to level up your units. However, if you choose to, you can focus primarily on these quests, taking others only when your units need more experience to face the next challenge. You can move through the storyline quickly this way, but you will miss a lot of great quests.

Each of the following main quest entries gives you the information you need to prepare for the quest, tells you the requirements and rewards for each one, and also gives you information about your enemies and strategies to come out on top of any battle.



1 RANK	2 LOCATION	3 PUB TOWN	4 PUB FEE	5 DAYS TO COMPLETE	6 UNLOCK CONDITIONS
3	Targ Wood, Traveler's Way	Wood Village	100	N/A	Complete A Paw Full of Feathers

A gang of brigands called the Yellow Wings is blocking the highroad to Camoa. It's up to you to clear the path for all travelers!

7 OBJECTIVE	8 WEATHER	9 GUESTS	10 # OF ALLIES ALLOWED	11 FORBIDDEN	12 GIL AWARDED
Defeat all foes	Fair	1 Cid	5	Ice	1750

13 REWARDS	14 AP	15 CP	16 CLAN TALENTS
Lamia Scale x2, Sonative Needle x3, Earth Stone x3	80	6	Negotiation +1, Teamwork +1



17 The Yellow Wings have normal character jobs and your clan is well suited to taking them down. If you're using a green mage, use the Sleep ability to take enemies out of action, giving you the advantage. The terrain here is pretty open; use this to your advantage by moving around behind your foes to deal devastating damage. Remember to keep your white mage in range of your other units for much needed heals, especially if the Yellow Wings decide to gang up on a particular unit.

ADVERSARIES

NAME	JOB	LEVEL
1 Kidd	Thief	2-7
2 Yellow Wings	Block mage	1-4
3 Yellow Wings	Archer	1-4
4 Yellow Wings	White monk	1-5
5 Yellow Wings	Animist	1-4

Kidd uses his thievery to lighten your purse. Use your own thief to counterbalance this loss of gil by doing some pickpocketing of your own.



- Rank:** This notes the difficulty of the quest. To be successful, you want the level of your units to be close to the rank of the quest. For example, if the rank of the quest is 30 and the units you are using are level 15, the quest can be very challenging and may be difficult to complete. If your units are in the low 20s, you can probably complete the quest, but it may still be a difficult battle. The nearer the level of your units to the rank of the quest, the more likely you are to succeed.
- Location:** This is the region and area where the quest takes place.
- Pub Town:** The Pub Town lists the closest town where that quest can be picked up from the pub.
- Pub Fee:** For each quest you take on, the Pub charges you a modest Pub Fee. Feeding information to adventurers like you is a profitable business.
- Days to Complete:** Main quests don't have a time limit on them, so you can complete them at your leisure.
- Unlock Conditions:** Each of the main quests requires that you complete the quest before it, and sometimes there are additional requirements.
- Objective:** This is what you need to do to successfully complete the quest. Your objective varies for each quest. Sometimes you may need to defeat all the foes on a map; other times you may only need to take down a certain target. Many times your objective isn't to fight at all!
- Weather:** Each quest is unique, right down to the weather you face on the battlefield.
- Guests:** On some quests you're automatically joined by characters you don't choose. You don't control the actions of guests, but your other units can affect them by healing or using other spells.
- Number of Allies Allowed:** This indicates the number of units, including Luso, that you can deploy. This doesn't include any guests that may be present.
- Forbidden:** On each main quest, and on many other quests, the judge's law will forbid you from taking certain actions. To gain the prize, you must adhere to this rule.
- Gil Awarded:** Each quest awards you with gil, though the amount varies with each quest.
- Rewards:** Often you're rewarded with items as well when you successfully complete a quest.
- AP:** Each quest awards you a set amount of Ability Points. These points allow you to level up your clan members' job abilities.
- CP:** You are also awarded a set amount of Clan Points on each quest. Clan Points allow you to participate in clan trials and to take part in auctions.
- Clan Talents:** Each quest awards you an increase to your clan talents.
- Here you find the strategy and tips for completing the quest, as well as a list of the enemies you face, including their level and job, when applicable.

MAP KEY

☆	Luso Starts
◇	Deployment Area
①	Large Enemy Placement
📦	Treasure Chest
📦	Special Treasure
⊗	Charm Trap
⚡	Spike Trap
🩸	Leech Trap
⊗	Silence Gas Trap
☀	Point of Interest



M01 STRANGER IN THE WOODS



This doesn't look like the library!

Luckily, Luso is asked to join Clan Gully, so you have a chance of surviving this battle. Klesta is one angry avian! This large foe takes up nine tiles and can be attacked on any of them. Move Luso close to Klesta so he can attack the bitter bird along with Cid. It's best to have Luso move in to the sides so Klesta's Territorial Marking attack can't easily hit him. When performing this powerful strike, Klesta jumps up into the air and lands its huge bulk on targets, causing a great deal of damage.

Position your white mage so it's close enough to heal your party, but far enough away to avoid Klesta's attacks. The black mage should be in range to cast magick, but not close enough to become a victim of its sharp beak. Though you don't control Cid, keep an eye on his health so you can have your white mage heal him when he takes damage.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
1	Targ Wood, Targ Wood	Wood Village	N/A	N/A	Watch Intro

Luso Clemens finds himself dropped into the middle of a battle! This is a big change from working in the school library.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Klesta	Fair	1 Cid	White mage, Black mage	Ranged Weapons	250

REWARDS	AP	CP	CLAN TALENTS
Gikhet x2, Faren Pollen x2	80	2	Negotiation +1, Adaptability +1

ADVERSARIES

NAME	JOB	LEVEL
1 Klesta	Crushatrice	2-4
2 Random	Cockatrice	1-2
3 Random	Cockatrice	1-2



Watch out for Klesta's Territorial Marking!

To win the day, you only need to defeat Klesta, but defeating the two smaller cockatrices earns you extra experience and loot. If you decide to avoid fighting them, make sure you still take care to remember that they are there. You don't want them to move behind you and attack while you are facing Klesta.

M02 A PAW FULL OF FEATHERS



Use the terrain to your advantage.

Use the terrain here against your foes by moving your melee units in close to the baknamy and wolves, while leaving your casters protected behind the fence. The openings in the fence limit movement, so you can stop foes before they can move to reach your weaker units.

Cid is always eager to engage the enemy. Keep a close eye on his health and be ready to heal him with your white mage. Take out the wolves first, then concentrate your efforts on the tougher baknamy.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
2	Targ Wood, Muskmallow Field	Wood Village	100	N/A	Complete Stranger in the Woods

To some creatures, chocobos look like good eating. Defend these poor creatures from the predators trying to get through the fence!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	1 Cid	5	Fire	1050

REWARDS	AP	CP	CLAN TALENTS
Snake Skin x2, Tiny Mushroom x2, Fresh Water x4	80	4	Teamwork +1, Adaptability+1

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Baknamy	1-4
2 Random	Wolf	1-5
3 Random	Wolf	1-4



The baknamy tries to move past you to the chocobos.

Notice the elevation differences on this mission. You can use that to your advantage. Whenever possible, position your units on tiles with higher elevation. This gives you a small boost to the damage you do.

M03

THE YELLOW WINGS



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
3	Targ Wood, Traveler's Way	Wood Village	100	N/A	Complete A Paw Full of Feathers

A gang of brigands called the Yellow Wings is blocking the highroad to Camoa. It's up to you to clear the path for all travelers!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	1 Cid	5	Ice	1750

REWARDS	AP	CP	CLAN TALENTS
Lamia Scale x2, Sanative Needle x3, Earth Stone x3	80	6	Negotiation +1, Teamwork +1



The Yellow Wings won't let you pass!

The Yellow Wings have normal character jobs and your clan is well suited to taking them down. If you're using a green mage, use the Sleep ability to take enemies out of action, giving you the advantage. The terrain here is pretty open; use this to your advantage by moving around behind your foes to deal devastating damage. Remember to keep your white mage in range of your other units for much needed heals, especially if the Yellow Wings decide to gang up on a particular unit.

ADVERSARIES

NAME	JOB	LEVEL
1 Kidd	Thief	2-7
2 Yellow Wings	Black mage	1-4
3 Yellow Wings	Archer	1-4
4 Yellow Wings	White monk	1-5
5 Yellow Wings	Animist	1-4



Kidd uses his thievery to lighten your purse. Use your own thief to counterbalance this loss of gil by doing some pickpocketing of your own.

M04

YOU SAY TOMATO



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
5	Camo, Adventurer's Rest	Camo	100	N/A	Complete The Yellow Wings and watch an event in Camoa

After dealing with the deadly nightshades, Luso will never look at a salad the same way again!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	1 Cid, 2 Adelle	5	Lightning	560

REWARDS	AP	CP	CLAN TALENTS
Fury Fragments x2, Silk Thread x2, Rabbit Pelt x2	80	10	Teamwork +2, Adaptability +2



A possible ally.

Adelle joins you for this mission. She begs you to let her help for a small fee since she is starving. Cid is wary of her, but you can use all the help you can get facing this vicious vegetation. Like Cid, she is a guest, and you don't control her actions, but you still need to keep an eye on her health as you would any other clan member. When you first meet her, Adelle is a thief. Since she joins you, you don't need to deploy your other clan thief.

When you enter this area, you're faced with enemies spread out in front of you over a large area. The giant walking tomatoes are deadly nightshades. These foes are quite a nuisance due to their area of effect abilities, Blind and Silence, but they are fairly easy to cut down. Keep your casters out of the range of their Silence, so you don't lose the advantage of your mages' powerful spells. If one of your units is caught by the deadly nightshade's Blind ability, that unit's chance to hit decreases, severely limiting its effectiveness.

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Alraune	4-10
2 Random	Deadly nightshade	1-6
3 Random	Deadly nightshade	1-6
4 Random	Deadly nightshade	2-7
5 Random	Deadly nightshade	2-8



Defeat the deadly nightshades!

In addition to the deadly nightshades, you must also contend with the more powerful alraune. This foe can attack from range with its Horn Shot and Horn Venom abilities. What makes it such a difficult foe, though, is its ability to counter your attacks each time you damage it. Make sure you keep all of your units healed up so that this extra damage doesn't catch you by surprise. All your hard work pays off when you defeat this creature because the alraune's Drill is very rare and highly prized.

MO5 WANTED: UGOHR



Ugohr isn't alone.

Ugohr isn't alone on this field! He has two wolves and two cockatrices as allies that are just waiting to cause you trouble. Position your units so you can use the mushrooms to the best advantage. These tiles are at a higher elevation than those surrounding them. Stay out of Ugohr's way at first and concentrate on its allies; they're weaker and don't put up as much of a fight. Move your units to surround them to take them down quickly, so you aren't worrying about them while dealing with Ugohr. Once you have eliminated these allies, you're ready to deal with the great tortoise itself.

Ugohr hits hard, so keep a very close eye on your health. Its area of effect damage attack, Rain of Stone, does a great deal of damage and you should plan on healing up after each time it uses it.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
8	Baptiste Hill, Sun-Dappled Trail	Comoa	200	N/A	Complete <i>You Say Tomato</i> and watch an event in Comoa

This quest has you facing the great tortoise Ugohr and its allies. You need all of your abilities and your wits to defeat this heavily armored foe.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Ugohr	Fair	1 Cid	5	Restoring MP	1650

REWARDS	AP	CP	CLAN TALENTS
Healing Water x4, Holy Stone x3, Moonwood x3	80	16	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
1 Ugohr	Great tortoise	6-13
2 Random	Wolf	4-11
3 Random	Wolf	5-12
4 Random	Cockatrice	4-10
5 Random	Cockatrice	4-11



Green Whirlwind!

Ugohr is a challenging foe who counters all of your attacks, so you need to be ready to deal with this extra damage. If a unit is low on health, think twice before attacking with it. With Ugohr's allies gone, you have enough space to bring your units in to surround it and whittle down its health to claim victory!

MO6 WANTED: GILMUNTO



Don't forget about the Treasure.

Concentrate on taking out the worgen first, using ranged or magick attacks. Because they don't have very many hit points for their level, the worgen are the easiest foes to eliminate from the field. When attacking the yellow jelly, thunder drake, or asp, refrain from using any items or spells that have a Lightning effect. Not only does it not damage them, Lightning heals them as well!

Try to keep your units spread out so that it's more difficult for the thunder drake and Gilmunto to surround you. If they manage to hem you in from two sides, they can hit your units with their Lightning Breath ability, which blasts your units and heals these foes at the same time. The green mage ability Shell is useful here to give you some protection against this attack, as well as Rend Magick to lessen the enemy's damage output. Gilmunto can also use an ability called Dragon Force, which empowers him or anyone else on his team he chooses, making the unit even more dangerous.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
12	The Aldanna Range, The Aldanna Range	Graszton	300	N/A	Completed <i>Wanted: Ugohr</i> , travel to Comoa, then travel to Graszton

Though it looks like harmless fog is covering this land, it is actually Mist! When magickal energy is heavily condensed into an area, it creates Mist, which can make monsters even stronger than they normally are!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Gilmunto	Mist	N/A	6	Fire	1330

REWARDS	AP	CP	CLAN TALENTS
Succulent Fruit x3, Storm Stone x5, Quality Pelt x2	0	24	Teamwork +3

ADVERSARIES

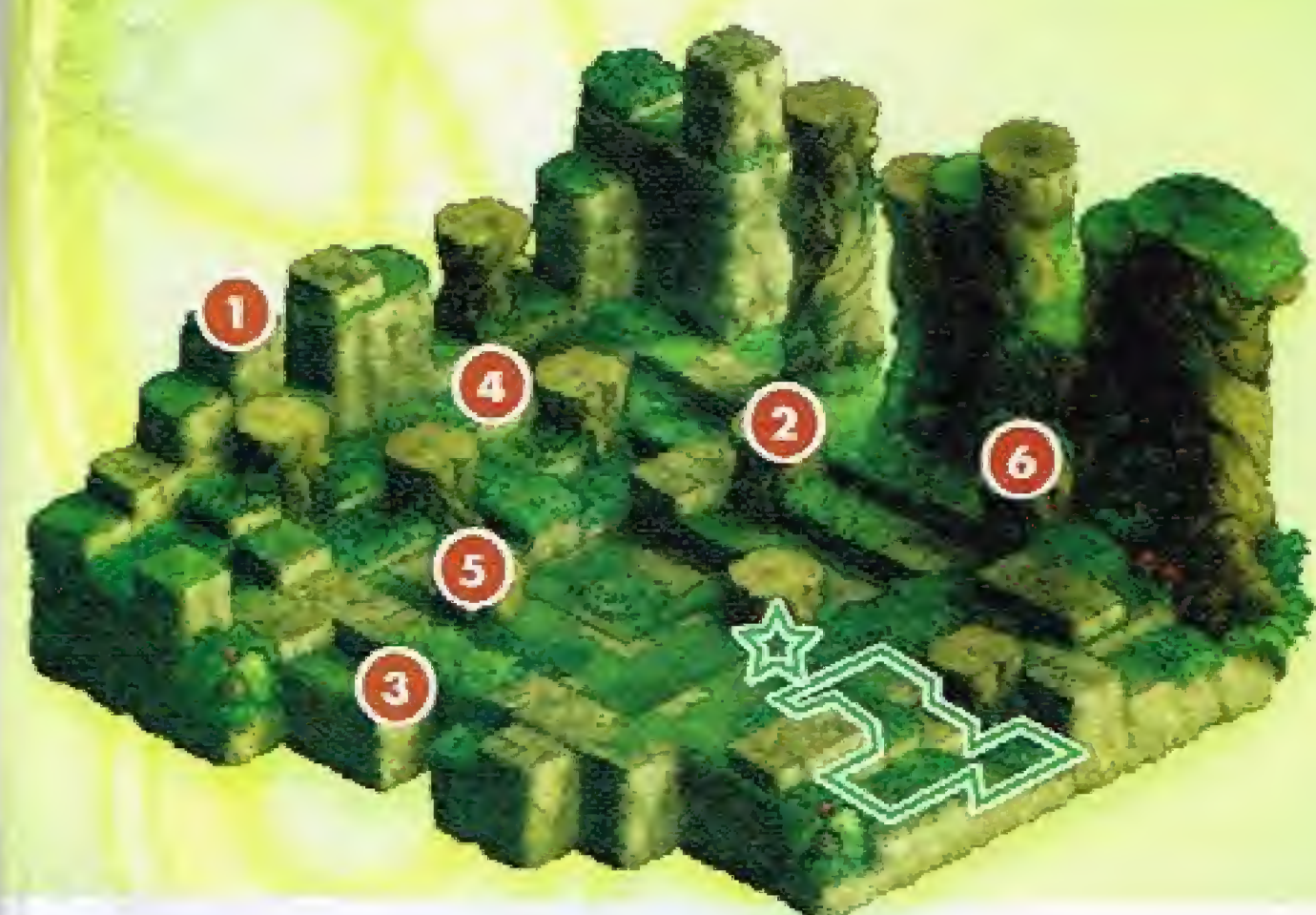
NAME	JOB	LEVEL
1 Gilmunto	Asp	9-17
2 Random	Worgen	7-16
3 Random	Worgen	9-15
4 Random	Thunder drake	8-15
5 Random	Yellow jelly	8-14



Gilmunto uses Dragon Force!

Ranged attacks are useful here as well. A moogles knight's Moogles Lance is a great ranged attack to use that keeps you out of range of the worgens' fangs.

M07 NOW THAT'S A FIRE!



Your black mage is an asset in this battle.

If you have a black mage in your clan, be sure to bring it along for this mission. With the exception of the floating eyes, all the enemies on this map are aligned with the Fire element. This makes the black mage's Blizzard spell highly effective against these foes. You also want to remember to steer clear of using any Fire items or spells that could backfire and heal the enemy instead of causing damage.

Concentrate on taking out the bombs first, but make sure you have the damage potential to defeat them in your turn. If the bombs drop down to critical hit points, they get Quicken, which makes the next turn theirs. When this happens they float into as many of your units as they can and self destruct, causing a great deal of damage.

Though not as destructive as the bombs, floating eyes have the Gnaw ability. This does little damage initially but can poison you, causing significant damage during the battle.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
14	Zedlai Forest, The Greenhall	Groszton	300	N/A	Complete <i>Wanted: Gilmunto</i> , then watch an event in Groszton

These destructive creatures are setting the forest ablaze! Put a stop to their antics before they burn down the forest completely.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Restoring MP	2870
REWARDS			AP	CP	CLAN TALENTS
Platinum x5, Agathis x3, Suspect Mushroom x1			80	28	Teamwork +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Floating eye	9-20
2 Random	Floating eye	9-15
3 Random	Red marshmallow	8-17
4 Random	Bomb	11-19
5 Random	Bomb	11-20
6 Random	Bomb	10-19



Watch out for Self-destruct!

M08 PEARLS IN THE DEEP



The Flowsand Lord recovers health with Draw In.

As soon as you enter the Larva Den, you see the huge Flowsand Lord. This yowie can't move from his place at the bottom of the cave. Move your units toward him, ignoring his flunkies. If you take the time to defeat his minions, more just show up to take their place, so it's best to just go for him.

The Flowsand Lord has a massive amount of health. Make sure you have plenty of healing capability on your side to help you last through this tough battle. This foe also has a Gravity Flux ability that can hit everyone, which makes it a nuisance. Be

sure to have your entire team down near the Flowsand Lord, especially any units that have the counter ability—you want to do as much damage as possible to this beast.

The Flowsand Lord also has an ability called Draw In, where he sucks you into his gaping maw for considerable damage and heals himself at the same time! Once you're all in position near the yowie, it takes quite a few rounds to defeat him, since he always uses Draw In on someone to regain health. Keep your own team healed and keep up the barrage of damage against him, and he eventually falls!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	The Galleria Deep, Larva Den	Carnoa	300	N/A	Complete <i>Now That's a Fire!</i> , then participate in an auction in Carnoa or Groszton

The Flowsand Lord is one tough yowie! Before you can start spelunking, you need to take him out!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Lord of the Flowsand	Fair	N/A	6	Actions by nu mou	3490
REWARDS			AP	CP	CLAN TALENTS
Zingu Pearl x8			80	34	Aptitude +3, Adaptability +4

ADVERSARIES

NAME	JOB	LEVEL
1 Flowsand Lord	Yowie	14-23
2 Random	Antlion	11-20
3 Random	Antlion	12-21
4 Random	Pit beast	11-20



Surround the Flowsand Lord!

Remember that the Judge's law forbids actions by any nu mou, so leave these units at home for this battle.

M09

MOUNTAIN WATCH



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
20	The Rupie Mountains, Whitehearth	Camoa	300	N/A	Complete <i>Pearls in the Deep</i>

As you arrive at Whitehearth late in the night, a shadowy figure named Ewen approaches you. He wants to buy your Judge for millions of gil. When you refuse the offer, he doesn't take it well!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Ewen	Fair	N/A	6	Ice	2450
REWARDS					
Gemsteel x3, Spiral Incisor x3	AP 80	CP 40	CLAN TALENTS: Negotiation +4, Teamwork +3		



Ewen tries to buy your Judge.

Ewen means to have your Judge one way or another! At the beginning of this battle, Ewen casts a spell that bars your Judge from the battlefield, making it impossible for you to revive fallen teammates. This fight is serious business!

Ewen didn't come alone to face you. His friends include shadowy figures like a ninja, an assassin, a sniper, and a time mage. All of Ewen's allies have a high Evasion, making them difficult to hit. Send your melee units after the time mage first, since he can cast Cure and Haste on his allies. Use slowing abilities like Boulder Crush to put a stop to Ewen's speedy movement.

The only major damage ability Ewen has is Throw. By keeping your units healed, you can eliminate most of the danger of this move. Besides that, the main difficulty he poses is in trying to catch up with him. Though the battle may involve chasing your foe around the board, you can eventually wear him down.

ADVERSARIES

NAME	JOB	LEVEL
1 Ewen	Nightfall	17-25
2 Random	Ninja	15-23
3 Random	Time mage	16-24
4 Random	Assassin	14-23
5 Random	Sniper	14-23



Oh no! Your Judge has been barred!

Ewen also has some tricky skills like Earth Veil, which damages and slows you. Try to keep your casters out of range of this ability.

M10

GROUNDING!



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	Moorabella, Moorabella Aerodrome	Moorabella	400	N/A	Complete <i>Mountain Watch</i> and then travel to Grasston then to Moorabella

You need to bring the person responsible for grounding the airship to justice, and it appears you aren't the only one interested in him!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Genius Ed	Fair	1 Vaan	5	Harming the Weak	4700
REWARDS					
Aqua Galac x2, Red Geeps x2	AP 80	CP 42	CLAN TALENTS: Aptitude +3, Adaptability +3		



Visit the pub to pick up the quest.

When you arrive, a sky pirate named Vaan shows up and joins in the fight. Since he is a guest, you can't control his actions, but treating him like a member of your clan suits your needs best. Remember to heal him as you would your other units.

Genius Ed has been fiddling with the ship trying to make it run better, but he has only made it worse. He doesn't care for your interference and sends his friends out to attack you. Send your fighter and

black mage to flank Ed's white mage and time mage, using your area effect abilities like Aurablast to take them down.

A dragoon and elemental work well to send up the middle using the elemental to disable Genius Ed. This gives the dragoon time to engage the berserker. Use your ninja, or another sneaky unit, to sneak around the top and take down the fusilier quickly so it doesn't get the chance to place a lot of debuffs on your team. Each of your units has a specific focus on this board and by engaging Ed's whole team, you can quickly knock him down.

ADVERSARIES

NAME	JOB	LEVEL
1 Genius Ed	Sage	18-25
2 Random	White mage	17-24
3 Random	Time mage	17-24
4 Random	Fusilier	17-23
5 Random	Berserker	16-22



Defeat Genius Ed!

Once you defeat Genius Ed, you can use the airships once again.

SLEEPLESS NIGHTS

RUMORS AROUND

GROUNDING!

MOUNTAIN WATCH

M11

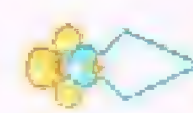
RUMORS ABOUT



Remember: Healing magick harms undead.

Once undead foes are reduced to zero health, you must destroy their tombstones before they can return with full health during the next full turn. To combat this, include a white mage or white monk on your team for their Raise and Exorcise abilities. If this isn't possible, use Phoenix Downs on the tombstones to destroy them.

Undead foes can be quite challenging. Remember that healing magick damages them. Be careful not to surround these enemies, since they cast area effect Dark spells that damage everyone nearby while healing themselves. Floating eyes have a wide range of movement allowing them to bypass your units in front to get to your back row. Both wraiths and ghosts use the abilities Silence Touch and Sleep Touch. Because these are Dark spells, they can heal themselves and their allies while placing debuffs on you.



ADVERSARIES

NAME	JOB	LEVEL
1 Random	Ghost	18-27
2 Random	Ghost	18-27
3 Random	Wraith	19-29
4 Random	Zombie	18-29
5 Random	Floating eye	17-23
6 Random	Floating eye	17-25



Use a Phoenix Down to get rid of the tombstones.

The Judge's law forbids your units from performing the same action as the unit before it. This can be more difficult to remember than just staying away from a certain type of spell. To avoid breaking the

law, use your units in interesting ways. For instance, maybe you can't attack, but you could use an item. Though it requires a bit of planning, this law can make you think of unusual ways to utilize your units.

M12

SLEEPLESS NIGHTS



Deploy your units wisely.

combat with the Deep Sleep ability. Be ready to remove debuffs like Sleep and Stop from your team. It should only take a few rounds for your healers to get rid of the other undead. Be sure to take them down first so they can't use their dark abilities to heal each other and the Oversoul.

To win this battle, place two strong healers in your party. Not only can they keep your team healed, their healing arts do massive damage to the undead. Once you slay an undead, you must use Exorcise, Raise, or a Phoenix Down to destroy their tombstones so they can't rise again. Leave this duty to your healers or units with the Items ability.

Send the rest of your team to take down the bloody orb quickly and move straight on to the Oversoul. He can easily take members of your team out of



ADVERSARIES

NAME	JOB	LEVEL
1 Chubow	Oversoul	20-31
2 Random	Wraith	19-30
3 Random	Wraith	19-30
4 Random	Zombie	20-28
5 Random	Bloody orb	17-26



Beware the Oversoul's Deep Sleep.

Once the Oversoul is defeated, you and your team gain a clue leading you to the next area. As you leave you receive your reward.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Tramdine Fens, Tramdine Fens	Fluorgis	400	N/A	Complete <i>Grounded!</i> and ride the airship

Kanaq, a pub regular, whispers rumors of an unimaginable treasure in Tramdine Fens. Head there and investigate the swamp.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Copycat	2770
REWARDS			AP	CP	CLAN TALENTS
Rainbow Thread x1, Pink Tail x2			80	44	Agility +3, Adaptability +4

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	Nazan Mines, The Skystone Lode	Fluorgis	400	20	Complete <i>Rumors About</i> , then travel to any town

Dabool, a geologist, fears he may be victim to a creature that is said to weave Ill-Omened dreams. You must put a stop to this creature in The Skystone Lode before Dabool goes mad!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Oversoul	Fair	N/A	6	Debuffs	3780
REWARDS			AP	CP	CLAN TALENTS
Crusader Tonic x3			80	48	Adaptability +4

M13

MAKING MUSIC



Don't forget to pick up the treasure!

Just as you're about to grab some Strawood, a strange alchemist approaches with his newly made golems. He is eager to test their fighting abilities on your party. To win the battle, it is only necessary to defeat the alchemist, but you can attack the golems in melee for added experience.

To avoid violating the Judge's law, ignore the raptor that joins the alchemist. Take your own raptor or other fast moving unit to the far right and grab the treasure there before returning to the fight.

Golems can hit extremely hard and have a higher critical chance than many enemies, so make sure you have a healer ready to back up your melee units. Be sure to deploy your thief if it has the Steal Accessory ability. The alchemist has a nice set of Germinas Boots that you can take off his hands. Try not to bunch up around the alchemist more than necessary, though; he has an area effect attack.

Once the alchemist is defeated, you get the Strawood from the trees you were originally investigating and head out to receive your reward.

Once you head back to town, Hurdy meets you and gives you a Spiral Vine to make an instrument for him at the shop. Once you make the instrument and use the 2500 gil he gave you to buy it for him, you meet him in the pub and he offers to join your team so he can chronicle your adventures as your resident bard.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
27	Aisenfield, Field of the Fallen	Fluorgis	400	N/A	Complete <i>Sleepless Nights</i> and travel to any town

Hurdy needs some Strawood to make the instruments he requires, but the alchemist has plans for you!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the alchemist	Fair	N/A	6	Harming Females	4730
REWARDS			AP	CP	CLAN TALENTS
Emperor Scale x2, Star Fragments x3, Hurdy offers to join you			80	54	Aptitude +4, Adaptability +5

ADVERSARIES

NAME	JOB	LEVEL
1 Costas	Alchemist	22-23
2 Random	Ranger	21-31
3 Random	Raptor	20-31
4 Random	Golem	21-32
5 Random	Golem	21-32



Golems are weak to air-based attacks!

Don't forget to turn off the Counter ability if you have it equipped so you can avoid breaking the Judge's law!

M14

SEEKING THE STONE



You are ambushed!

Narph has betrayed you to Ewen. You've been ambushed and must deploy while surrounded by enemies. Divide your forces and send four units of your team, leaving a healer and a heavy damage dealer, to hit the scholar with everything they've got to try to knock him out of the fight early. This prevents him from doing damage to all your units and puts the odds in your favor. Send your healer and other damage dealer, a ninja works well for this, to take out the hunter and ranger at the bottom of the map. Once they have taken care of these enemies, they can switch to the paladin.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	The Bisga Greenlands, Vieg Northroad	Moorabella	400	N/A	Complete <i>Making Music</i> , travel to any town, create and buy the Brilliant Theorbo, and travel to Moorabella

You head to Bisga Greenlands to return the Magicite, which you found earlier, to Narph only to have your good deed repaid with betrayal!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Targeting all units	5480
REWARDS			AP	CP	CLAN TALENTS
Einherjarium x2, Adamantite x5			80	58	Teamwork +5

ADVERSARIES

NAME	JOB	LEVEL
1 Narph	Scholar	25-36
2 Random	Paladin	24-34
3 Random	Hunter	22-33
4 Random	Hunter	23-34
5 Random	Dragoon	24-35
6 Random	Ranger	23-32



Take out the hunter.

After taking out the scholar, the rest of your team should focus on dealing with the dragoon. He hits hard from range and can be tough to take down. After all the enemies are defeated, you receive your reward. Head to town to find out more about what's going on.

M15

WANTED: SKY PIRATE VAAN



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
32	The Rupie Mountains, The Rupie Mountains	Moorabella	500	N/A	Complete <i>Seeking the Stone</i> and then travel to any town

The sky pirates Vaan and Penelo are wanted for supposedly sneaking into Beltoeyr Manse and making an attempt on the Baron's life. Travel to the Rupie Mountains and discover what's going on.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes while defending the sky pirates!	Fair	1 Vaan 2 Penelo	5	Not moving 1 tile	5040

REWARDS	AP	CP	CLAN TALENTS
Stormsoul Crystal x2, Gemsteel x4	80	64	Negotiation +4



Penelo heals.

Headhunters have arrived before you and they don't care if Vaan and Penelo are guilty or not. Following the Judge's law makes your fight difficult, but not impossible. Equip your healer with Faerie Shoes. These teleport you so you can move one tile but up a high cliff. This way you can stay in range for healing Vaan and Penelo while your team makes its way slowly up the cliff to the enemy.

Bring units that have a lot of ranged attacks to help you defeat these head hunters more quickly.

Once you've defeated some of the enemies and are making your way up the cliff, beware the gladiator. He has a Blink counter and if you attack him while your back is to the edge of the cliff, he counterattacks and automatically knocks you off, causing you to take massive damage. Positioning while fighting him is key. Keep your back away from the edge.

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Gladiator	26-36
2 Random	Bishop	25-35
3 Random	Berserker	28-37
4 Random	Ranger	27-36
5 Nicols	Lanista	28-38

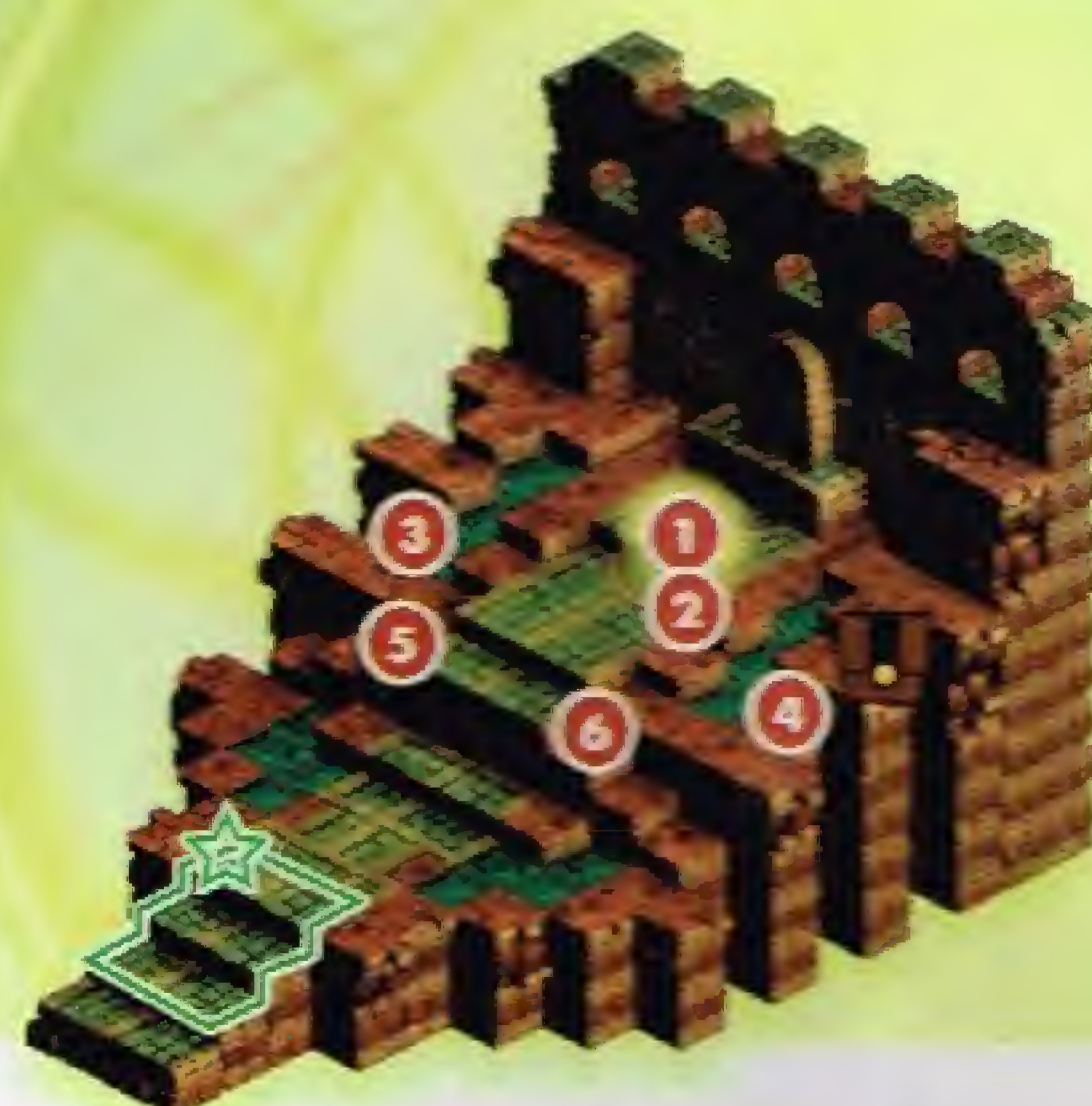


Sky pirate Vaan.

When you've defeated all the head hunters, you can get the full story about what happened and travel to Grasztion.

M16

A REQUEST PART 1



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
34	The Ruins of Delgantua, Hall of the Kings	Moorabella	500	N/A	Complete <i>Wanted: Sky Pirate Vaan</i> , then travel to Grasztion

You receive an odd request to meet someone at the Hall of Kings in the Ruins of Delgantua. Be wary; everything is not what it seems.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Illua!	Fair	N/A	6	Being Rabbed	N/A

REWARDS	AP	CP	CLAN TALENTS
N/A	N/A	N/A	N/A



Your deployment area.

When you arrive you discover that the message was a trap set up by Khamja! The stakes are high in this fight and your Judge is locked out of the battle. Illua is accompanied by Ewen and a few magick users. Use half of your units to take down Ewen quickly, while the other half heads down the right side to take on the seer and spellblade. A ninja is great for working on the spell casters.

Be sure you have strong healing here because Illua does upwards of 300 damage to an area with the

Dimensional Rift ability. After you take down a few foes, send your entire team on her. Don't bother trying to debuff her; she is immune to all. Keep your team healed and only use special attacks on her as she automatically avoids normal attacks. If you have a raptor, use Soul Crush constantly on Illua to destroy her MP, which keeps her from casting her powerful spells.

ADVERSARIES

NAME	JOB	LEVEL
1 Illua	Nightshade	31-41
2 Ewen	Nightfall	30-39
3 Pyrrh	Illusionist	29-38
4 Rej	Seer	28-38
5 Petra	Spellblade	29-38
6 Diemo	Elementalist	29-39



Beware Illua's Dimensional Rift!

Illua doesn't take defeat gracefully and this challenge isn't over yet!

M17 A REQUEST PART 2



The demon begins to break through!

Each time you defeat a foe, a new one appears, so don't concern yourself with all of them. Send a healer and one of your heavy melee units up to attack the Neukhia. Have your other team members head to the four stones, one on each stone.

Only two stones glow at one time. Press the glowing ones to charge the mage cannon that blasts all enemies. Once it fires, different stones glow, which is why you need one unit near each stone. Spreading out your units also makes it more difficult for the Neukhia's massive area damage attacks to cripple your team.

Once the demon is defeated, speak to Lezaford to find out what is going on.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
34	Zellea, the Forbidden Land, Footfalls of Despair	N/A	N/A	N/A	Complete A Request

Keep the demon from breaking through the portal! You must defeat the Neukhia if you ever hope to return home.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Neukhia	Mist	N/A	6	Opportunity Commands	6550
REWARDS			AP	CP	CLAN TALENTS
Crusader Tonic x1			80	68	Teamwork +5, Adaptability +4

ADVERSARIES

NAME	JOB	LEVEL
1 Neukhia	Neukhia	32-41
2 Random	Plague	31-40
3 Random	Plague	31-40
4 Random	Sprite	31-40
5 Random	Great malboro	31-40
6 Random	Behemoth	31-40



Charging the mage cannon.

M18 THE DIG



Watch out for the Choco Flame!

Equip your units with any gear you may have that makes them immune to Charm. This is the first attack the four moogles try to use against your units.

The moogles are weak to fire, so use that to your advantage here if you're not interested in the Law Bonus. If you want to play by the rules, it's best to use any type of slowing actions on the moogles. Also, elemental magick is usable here without penalty, so an illusionist or elemental is great help.

Use your Agility+ privilege to help make it easier to hit the moogles as they have decent Evasion. Once all foes are defeated, the moogles continue the dig and maybe even find something interesting among the ruins.

If you need a red or black chocobo for your chocobo knight, this is a good place to snatch them.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
37	Goug, Goug Mines	Goug	500	N/A	Complete A Request and following battle, travel to Dance of the Candleflies, then to any town

It's the 410th Goug Mines Salvage Run! Head to Goug Mines and defeat the moogles.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Fire, Ice and Lightning	7580
REWARDS			AP	CP	CLAN TALENTS
Orichalcum x1 and Hurdy-gurdy x1			80	74	Agility +5, Adaptability +6

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Red chocobo	31-40
2 Random	Black chocobo	31-40
3 Random	Moogles	33-41
4 Random	Moogles	32-41
5 Random	Moogles	34-43
6 Random	Moogles	33-42



Success!

M19 THROUGH ANOTHER'S EYES



Bring Adelle to her senses.

more experience for your team, be sure to defeat all the monsters first and bring at least one healer with you to help keep your team alive.

Elemental magick works best here against these creatures as they are weak to water and wind. The mission is only a success if you get Adelle to return to her former self.

In this battle Adelle is controlled by Khamja and seeks to take your book from you. You must break the control on her by talking to her three times. This can be done very quickly if you have anyone with the Haste ability on your team and Quicken. Once you speak to Adelle three times, she breaks the hold Khamja has over her and the battle is won.

Adelle has new, strange powers that can do a good amount of damage to people in a line, so be sure not to bunch up too much. If you want to earn some

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	Kthili Sands, Simoon Dunes	Goug	500	N/A	Complete <i>The Dig</i> and travel to any town

There is something strange in Adelle's eyes as she asks for your grimoire!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Bring Adelle back to her senses	Fair	N/A	6	Ranged Weapons	9100

REWARDS	AP	CP	CLAN TALENTS
Orichalcum x1, Adelle rejoins clan	80	80	Negotiation +6, Aptitude +5, Teamwork +6, Adaptability +6

ADVERSARIES

NAME	JOB	LEVEL
1 Adelle	Heritor	37-46
2 Random	Pit beast	33-41
3 Random	Pit beast	35-43
4 Random	Zaghnal	36-44
5 Random	Zaghnal	36-44
6 Random	Thunder drake	35-43



Adelle has gained some new abilities.

M20 PIRATE PROBLEMS



Vaan?

Claiming to be Vaan and Penelo, sky pirate imposters are trying to get the Black Cat! Defeating this Vaan wannabe is all you need to do to send them scurrying for cover.

Having your big-hitting melee units wear Ninja Tabi gets them up to Vaan right away. Blast him with everything you have to end this encounter in one round of combat. It is to your advantage to end this fight quickly because to stay on the right side of the Judge's law you can't harm the bangaa on the other team. Speed is essential here, so take that as your Clan Privilege as well to hold the advantage.

After "Vaan?" is defeated, the real sky pirates show up in an interesting turn of events!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
46	Camoa, Camoa	Moorabella	500	N/A	Complete <i>Through Another's Eyes</i> , then travel to any town

Since the sky pirates broadcasted their desire to steal the Black Cat in Camoa, there is now a bill posted for their capture!

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Vaan...!?	Fair	N/A	6	Harming Bangaa	10470

REWARDS	AP	CP	CLAN TALENTS
Scarlettite x1	80	92	Teamwork +6, Adaptability +7

ADVERSARIES

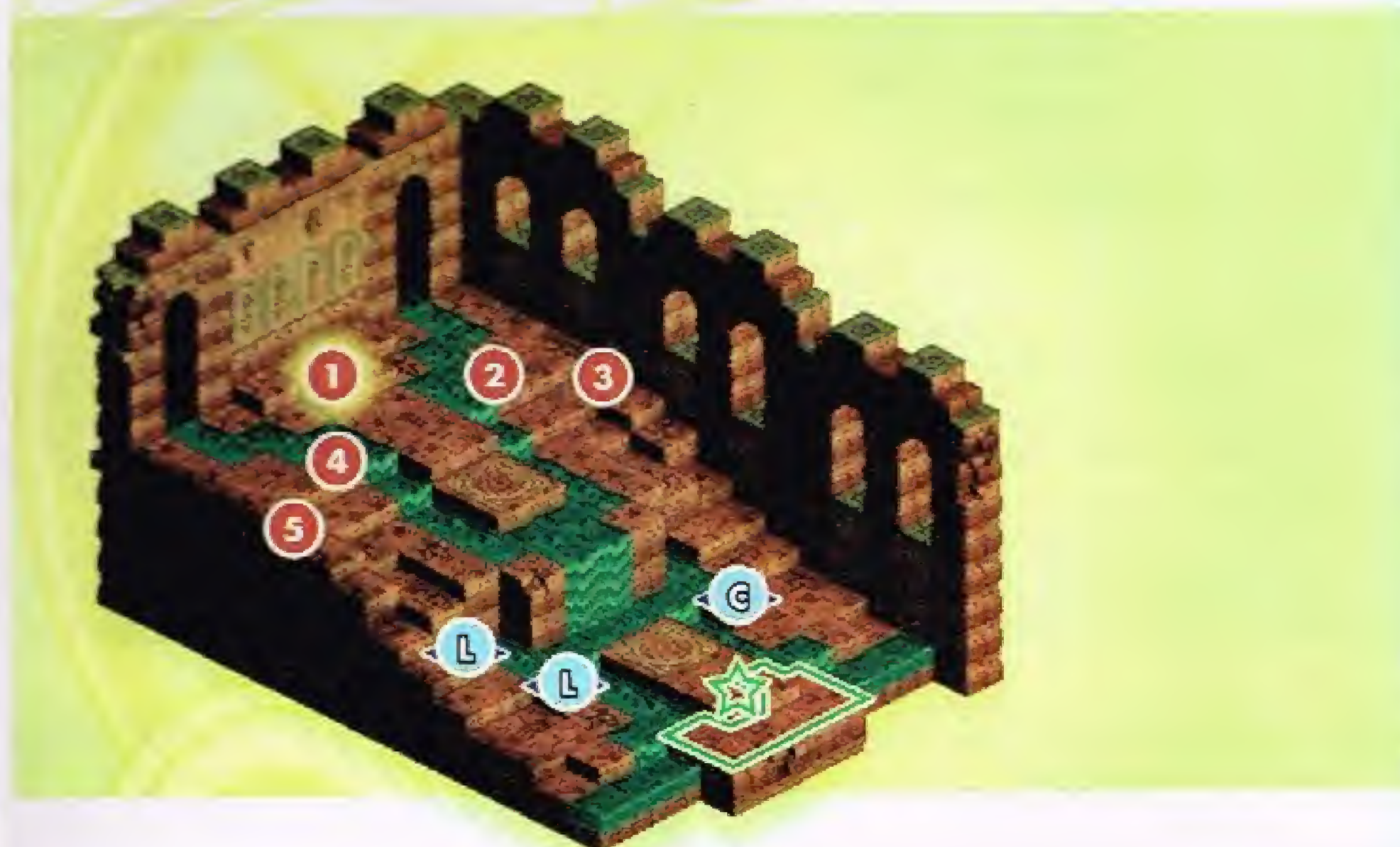
NAME	JOB	LEVEL
1 Vaan?	Sky pirate?	41-51
2 Random	Fighter	41-51
3 Random	Cannoneer	40-51
4 Random	Sniper	39-51
5 Random	Ravager	40-51
6 Penelo?	Dancer?	40-51



Those imposters just don't measure up to the real thing.

THE RITUAL

M21



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
47	The Ruins of Delgantua, Hall of Blessings	Moorabella	500	N/A	Complete <i>Pirate Problems</i> and then travel to any town.

You receive an invitation from Illua to attend a celebration at the Hall of Blessings. This can't be good.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Illua!	Fair	N/A	6	Harming Males	9870
REWARDS	AP	CP	CLAN TALENTS		
Prime Pelt x1	80	94	Aptitude +6, Teamwork +7		



Use Annul to destroy Illua's MP.

her. With a concentrated assault, neither the time mage nor the arcanist is able to reach you before you defeat Illua, due to their slow movement.

ADVERSARIES

NAME	JOB	LEVEL
1 Illua	Nightshade	44-54
2 Random	Time mage	42-52
3 Random	Arcanist	42-52
4 Random	Red mage	42-52
5 Random	Summoner	42-52

Illua tries to remove your Judge from combat, but since you have Ezel's Card, it repels her evil magick. Avoid the right side, which has a time mage and arcanist. Head up the left with you whole team, defeating the summoner and red mage quickly.

Constantly buff your units with the bard's Nameless Song so you have a lot of extra buffs on you before reaching her. The ravager's Overpower ability works great as she can't be countered when using it. Use any ranged abilities you have while closing in on



Illua escapes!

Even defeated, Illua calls upon magick from the God of Time and escapes, dragging you along for the ride.

THE TWO GRIMOIRES

M22



RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	Zellea, The Forbidden Land, To Touch the Heavens	N/A	N/A	N/A	Complete <i>The Ritual</i> , then travel to To Touch the Heavens and begin engagement

It's time to put an end to Illua's madness and her destructive schemes.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Illua!	Mist	N/A	6	Bufs	N/A
REWARDS	AP	CP	CLAN TALENTS		
N/A	N/A	N/A	N/A		



Hell Assault.

Movement-enhancing items and jump-enhancing equipment make it much easier to get to Illua here. Be sure to equip such items on each unit if you can. Have your entire team begin making their way to Illua. Having a ravager or raptor in the party makes this a breeze, especially if they're wearing Ninja Tabi.

Behemoths hit very, very hard here and for the most part should be ignored on the way to Illua. You definitely need to have one strong healer here

as both the behemoths and Illua have some devastating abilities. The behemoth's Hell Assault ability can do large amounts of damage and knock you back so you can't counter.

When you reach Illua, your ravager can use Overpower to avoid her Blink reaction ability. Ranged damage is best here when available, but a seer's Magicalk Frenzy spell casting is really strong against her since you never really get in melee range but still get two to three attacks on her (depending on job trainings). Try not to let her get to critical HP unless you know you can finish her before her turn comes up or she casts a spell called Rebirth and restores all of her HP.

ADVERSARIES

NAME	JOB	LEVEL
1 Illua	Nightshade	48-59
2 Random	Behemoth	47-57
3 Random	Behemoth	46-56
4 Random	Lamashtu	46-54
5 Random	Loup-Garou	46-54



The Rift opens!

You want to avoid this as the monsters that arrive just keep coming forever and eventually they'll wear you down and destroy you if the battle lasts too long. Once Illua is defeated, her grimoire opens the Rift and the demon Neukhia comes in through a portal!

FROM THE RIFT



Defeat the Neukhia!

This is a challenging battle, but one you have the resources to win.

Simply ignore the Neukhia Pod. It attacks you, but only infrequently and won't cause significant harm. There are three circular areas on the map. Divide your team so each circular area is covered. Be sure to take a raver or raptor with so you can fly the unit to the circular area behind the Neukhia Pod. The center circle holds the Neukhia Wisp. Near each circle you want to have either one person who can

do 100+ damage in one move, or if that's not feasible with your units, have two units near each circle. The Core uses its Restoration Ray to heal the Wisp, so you need that amount of damage to counteract that. Each time you damage the Neukhia Wisp, it teleports to one of the other circular areas. Having your team waiting at each area speeds matters up tremendously. Wear the Wisp down until its health is depleted.




Once this happens, the Neukhia Core, at the top of the map, goes on the offensive. Send your entire team up to battle with it. Every turn the Core uses its Rewind ability, imbuing the crystal on the ground with dark energy. Also, now the Neukhia Pod targets one person and teleports them back down within reach of its attacks, immobilizing that unit.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	Zellea, The Forbidden Land, To Touch The Heavens	N/A	N/A	N/A	Complete <i>The Two Grimoires</i>

You must once again face the vile Neukhia. It has three parts to its body: The Neukhia Pod, the Neukhia Wisp, and the Neukhia Core.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Neukhia!	Mist	N/A	6	reaction abilities	N/A
REWARDS	AP	CP	CLAN TALENTS		
N/A	N/A	N/A	N/A		

ADVERSARIES

NAME	JOB	LEVEL
 1 Neukhia Core	Neukhia Core	51
 2 Neukhia Wisp	Neukhia Wisp	49
 3 Neukhia Pod	Neukhia Pod	51



Luso returns home.

Continue attacking the Core. Anyone not in range to attack it should take the dark energy from the glowing crystals so the Core can't charge up its attack. Having a time mage or bard here helps with casting Haste on your team. Magick damage is reduced by half, so use regular attacks or non-magick based attacks to do the most damage.

With most of your team assaulting it, it should only take a few rounds to bring the Core's massive 900+ HP down to zero. Congratulations! You have defeated the demon Neukhia and can now return home.



SUB QUESTS

Though Luso and his allies can take part in many, many adventures, the main quests are the ones that are required to advance the storyline. Because of the increasing difficulty of the foes you face, it isn't possible to just go through the game taking on only the main quests; you need to take part in other battles in order to level up your units. However, if you choose to, you can focus primarily on these quests, taking others only when your units need more experience to face the next challenge. You can move through the storyline quickly this way, but you will miss a lot of great quests.

Each of the following main quest entries gives you the information you need to prepare for the quest, tells you the requirements and rewards for each one, and also gives you information about your enemies and strategies to come out on top of any battle.

1 Rank: This notes the difficulty of the quest. To be successful, you want the level of your units to be close to the rank of the quest. For example, if the rank of the quest is 30 and the units you are using are 15, the quest can be very challenging and may be difficult to complete. If your units are in the low 20s you can probably complete the quest, but it may still be a difficult battle. The nearer the level of your units to the rank of the quest, the more likely you are to succeed.

2 Location: This is the region and area where the quest takes place.

3 Pub Town: The Pub Town lists the closest Pub Town where that quest can be picked up from the Pub.

4 Pub Fee: For each quest you take on, the Pub charges you a modest Pub Fee. Feeding information to adventurers like you is a profitable business.

5 Days to Complete: Each quest must be completed in within the number of days listed.

6 Unlock Conditions: Many sub quests require that you have completed certain main quests or other sub quests, and some have additional requirements as well.

7 Objective: This is what you need to do to successfully complete the sub quest. Your objective varies for each quest. Sometimes you may need to defeat all the foes on a map, other times you may only need to take down a certain target. Many times your objective isn't to fight at all!

8 Weather: Each sub quest is unique, right down to the weather you face on the battlefield.

9 Guests: On some quests you're automatically joined by characters that you do not choose. You don't control the actions of guests, but your other units can affect them by healing or using other spells.

10 Number of Allies Allowed: This indicates the number of units, including Luso, that you can deploy. This doesn't include any guests that may be present.

11 Forbidden: For each sub quest, you are given a Judge's law to follow. To gain the prize, you must adhere to this rule.

12 Gil Awarded: Most quests award you with gil, though the amount varies.

13 Rewards: Often you are rewarded with items as well when you successfully complete a sub quest.

14 AP: Each quest awards you a set amount of Ability Points. These points allow you to level up your clan members' job abilities.

15 CP: You're also awarded a set amount of Clan Points on each quest. Clan Points allow you to participate in Clan Trials and to take part in Auctions.

16 Clan Talents: Each quest awards you an increase to your Clan Talents.

Sub quests take many forms, and not all of them are battles. When fighting is required, each sub quest entry on these pages is accompanied by the map of that area showing your deployment area, enemy placement, traps, treasure, and other items of interest.

50004 WANTED: THE CYANWOLF

Defeat the Cyanwolf to claim the bounty!

1 RANK	2 LOCATION	3 PUB TOWN	4 PUB FEE	5 DAYS TO COMPLETE	6 UNLOCK CONDITIONS
3	Camoa, Dins Plains	Camoa	100	20	Complete The Yellow Wings and watch event in Camoa

7 OBJECTIVE	8 WEATHER	9 GUESTS	10 # OF ALLIES ALLOWED	11 FORBIDDEN	12 GIL AWARDED
Defeat the Cyanwolf!	Fair	N/A	6		263

13 REWARDS	14 AP	15 CP	16 CLAN TALENTS
Wolf Pelt x3, Earth Stone x6, Rankov Crystal x4	30	6	N/A

The Cyanwolf travels in a pack, so be sure to defeat the four wolves, two on each side, before heading to the south to take him on. Because of the terrain, this means that you need to start down one side then move back up to reach the other. The wolves have a Screech ability which hits units in a straight line and causes confusion, which results in a loss of character control. This can be annoying, and dangerous, if you move around while Confused.

Once you have defeated the pack, move to engage the Cyanwolf. This foe can attack multiple people in a line with Fiery Blow and Chilling Blow, so try to position your units so they are not lined up. Use your soldier's Rend Power ability to make Cyanwolf do less damage, making it easier for your units to wear him down!

ADVERSARIES

NAME	JOB	LEVEL
1 Cyanwolf	Warrior	27
2 Random	Wolf	1-5
3 Random	Wolf	1-4
4 Random	Wolf	1-4

MAP KEY			
☆	Luso Starts	📦	Treasure Chest
◇	Deployment Area	👑	Special Treasure
①	Large Enemy Placement	Ⓢ	Spike Trap
☀	Point of Interest	Ⓛ	Leech Trap
		Ⓢ	Silence Gas Trap



In addition to the map, you find a list of the foes you face and information to help you defeat them!

There are a wide variety of sub quest types and not all of them require you to fight. Many ask you to travel to different areas and talk to certain characters, or to deliver items. You're rewarded for exploring new areas or helping out the people you meet, among other tasks. In addition to the material and experience rewards, each sub quest teaches you a little bit more about the world Luso has found himself in.

Below is an alphabetical index of every sub quest, along with their rank to help you easily find each one.

SUB QUEST NAME	RANK	SQ NUMBER	PAGE	SUB QUEST NAME	RANK	SQ NUMBER	PAGE	SUB QUEST NAME	RANK	SQ NUMBER	PAGE	SUB QUEST NAME	RANK	SQ NUMBER	PAGE
'Cross the Sea	25	SQ120	105	Duelhorn	26	SQ139	112	Oh No, Kupo!	39	SQ215	149	The Root of the Problem	21	SQ095	94
'Tis the Season	29	SQ158	122	Escort Wanted	41	SQ225	154	On the Rampage	22	SQ104	98	The Seas of Ordalia	18	SQ071	87
A Bride for Montblanc	36	SQ195	139	Eternal Rivalry	99	SQ272	179	One Last Memory	60	SQ266	176	The Show's Not Over...	17	SQ064	83
A Charm for Luck	15	SQ042	77	Fantastic Finish	50	SQ253	170	One Red Phil	17	SQ061	82	The Star Seal	8	SQ023	71
A Chill in the Night	19	SQ077	88	Flown the Coop	25	SQ124	106	Ordalia Airships Grounded	25	SQ131	109	The Stone With No Name	42	SQ234	160
A Dashing Duel	62	SQ267	176	Fluffy Flier?	38	SQ206	145	Ordalia Cup	37	SQ202	143	The Storage Shed	6	SQ012	66
A Fatal Mistake	33	SQ182	133	Fluorgis Cup	24	SQ114	102	Our Playground	7	SQ018	68	The Sun Seal	28	SQ156	121
A Harvest Hand	25	SQ121	105	Fluorgis Nightwatch	43	SQ236	161	Picnic Pleasure	26	SQ141	114	The Towns of Loar	13	SQ035	75
A Lady's Insistence	30	SQ166	125	Foodstuffs: Appearance	29	SQ162	123	Pirate Attack	13	SQ034	74	The Trappings of Failure	12	SQ032	74
A Lady's Persistence	31	SQ177	131	Foodstuffs: Aroma	19	SQ083	91	Plea for Help	25	SQ132	110	The Ultimate Book	18	SQ072	87
A Lady's Proposition	25	SQ122	106	Foodstuffs: Bon Appetit	40	SQ219	151	Poachers Spotted	40	SQ222	153	The Way of the Meek	15	SQ050	79
A Lanista's Pride	26	SQ137	112	Foodstuffs: Nutrition	30	SQ170	128	Papocha's Chocobos	27	SQ147	116	The Way of the Sword	50	SQ257	172
A Lasting Peace	20	SQ088	92	Foodstuffs: Texture	8	SQ020	69	Prepared With Love	6	SQ010	65	The Way of the Tamed	18	SQ073	87
A Simple Question	10	SQ026	72	For My Love	16	SQ054	80	Rancher's Request - Black	25	SQ133	110	The White of Its Eye	21	SQ096	95
A Small Favor	30	SQ174	130	For the Cause	5	SQ007	64	Rancher's Request - Brown	33	SQ185	134	The Whole Truth	22	SQ106	99
A Step Further	19	SQ078	89	From 'Cross the Sea	25	SQ125	107	Rancher's Request - Green	29	SQ164	124	The Wonders of Loar	20	SQ091	93
A Treasured Heirloom	28	SQ150	118	Geomancer's Way - Mist	38	SQ207	145	Rancher's Request - Red	46	SQ243	164	The Wonders of Ordalia	19	SQ086	92
A Voice From the Well	7	SQ013	66	Geomancer's Way - Rain	36	SQ196	139	Rancher's Request - White	37	SQ203	144	Thieves in the Rain	35	SQ193	138
Abducted!	30	SQ167	126	Geomancer's Way - Snow	37	SQ201	142	Rancher's Request - Yellow	21	SQ093	94	Three-Point Strategy	48	SQ248	167
Aid the Serpent	39	SQ210	147	Geomancer's Way - Sun	35	SQ192	138	Ravager	44	SQ238	162	Throw Down	14	SQ039	76
Airship S.O.S!	19	SQ079	89	Gimme That!	28	SQ152	119	Reagent Run	8	SQ022	70	Time to Act	48	SQ249	168
All Good Things...	26	SQ138	112	Goug Cup	26	SQ140	113	Red King of Cinguleur	44	SQ239	162	To Be A Fighter	14	SQ040	76
An Earnest Delight	25	SQ123	106	Goug Nightwatch	41	SQ226	155	Rude Awakening	18	SQ069	85	To Be a Spellblade	28	SQ157	121
An Earnest Multitude	19	SQ080	89	Grazton Cup	29	SQ163	124	Ruinous Traps	46	SQ244	165	To Whom Gods Bow	17	SQ065	84
An Earnest Quandry	14	SQ038	76	Grazton Nightwatch	40	SQ217	150	Seeding The Harvest	21	SQ094	94	Training Wanted	45	SQ241	163
An Earnest Search	9	SQ024	71	Great Land Festival	7	SQ015	67	Shaved Ice	20	SQ092	93	Treasured Tomes	18	SQ074	88
An Unfamiliar Land	15	SQ043	77	Green Dominion	2	SQ002	62	Shelling Out	50	SQ254	170	Tree Hugging	15	SQ051	79
An Unseen Foe	50	SQ252	169	Green King of Cinguleur	66	SQ268	177	Shipping Out	11	SQ028	73	Under the Weather	11	SQ029	73
Barabanga!	29	SQ159	122	Gripped by Fear	15	SQ046	78	Show of Strength	33	SQ186	134	Unfamiliar Folk	24	SQ118	104
Beetle in a Haystack	7	SQ014	67	Hellhound Astroy	39	SQ212	148	Showdown	24	SQ116	103	Veis, Assassin	13	SQ036	75
Beneath the Sands	40	SQ216	150	Hors D'oeuvre of the Hour	41	SQ227	155	Sleight of Hand	23	SQ111	101	Vim, Vigor, and Go	25	SQ135	111
Black King of Cinguleur	77	SQ269	177	House Bowen's Challenge	30	SQ171	128	Something's Dropped!	27	SQ148	117	Wall of Flame	29	SQ161	123
Blue King of Cinguleur	55	SQ261	174	Hunted	39	SQ213	148	Speed, Battle Kupo!	22	SQ105	99	Wanted: Artillery	12	SQ033	74
Bonga Bugle — Ashleaf	22	SQ099	96	Hunting Season	46	SQ242	164	Starstruck	47	SQ246	166	Wanted: Assassin	22	SQ107	100
Bonga Bugle — Blackfrost	19	SQ081	90	I Must Have It!	25	SQ126	107	Stowaways	23	SQ112	101	Wanted: Barmoid	2	SQ003	63
Bonga Bugle — Bloodfire	12	SQ030	73	I Want to Forget	33	SQ184	134	Strong Lady	30	SQ175	130	Wanted: Big Eyes	17	SQ066	84
Bonga Bugle — Coppersun	30	SQ168	126	Inspiration or Perspiration?	40	SQ218	151	Struck in the Muck	26	SQ142	114	Wanted: Caretaker	16	SQ058	82
Bonga Bugle — Emberleaf	38	SQ205	144	Instrument of Inspiration	19	SQ084	91	Summons	40	SQ223	153	Wanted: Hatchery Worker	18	SQ075	88
Bonga Bugle — Goldsun	22	SQ100	96	It's a Secret to Everybody	40	SQ220	152	Sun-Ripened Mayhem	7	SQ019	69	Wanted: Combatants	35	SQ194	138
Bonga Bugle — Greenfire	29	SQ160	123	It's a Trap!	23	SQ109	100	Survey No. 258	24	SQ117	104	Wanted: Devotees!	25	SQ136	111
Bonga Bugle — Mistleaf	34	SQ189	136	It's The Thought	7	SQ016	67	Survey No. 260	42	SQ233	159	Wanted: Flora	21	SQ097	95
Bonga Bugle — Plumfrost	43	SQ235	160	I've Been Had, Kupo!	32	SQ180	132	Survey No. 261	56	SQ263	175	Wanted: Floraxion	30	SQ176	130
Bonga Bugle — Rosefire	15	SQ044	77	Jylland Cup	41	SQ228	156	Survey No. 259	33	SQ187	135	Wanted: Friend, Kupo!	49	SQ251	169
Bonga Bugle — Silversun	18	SQ067	85	Kidnapping!?	30	SQ172	129	Teach A Man to Fish	28	SQ154	120	Wanted: Gaitsnipe!	24	SQ119	105
Bonga Bugle — Skyfrost	31	SQ178	131	Kids These Days	8	SQ021	70	Teach A Man to Run	37	SQ204	144	Wanted: Icicle Ark	26	SQ143	115
Books of Magick	15	SQ045	78	Knowing the Beast	6	SQ009	65	The Art of Gastronomy	47	SQ245	165	Wanted: Lang Bros.	15	SQ052	80
Bug Hunt	30	SQ169	126	Komodo Arrival	25	SQ127	107	The Bangaa Brotherhood	19	SQ085	92	Wanted: Magick Weapon	96	SQ271	178
Cake: The Catastrophe	37	SQ200	141	Komodo Departure	16	SQ055	81	The Bangaa of the Rupies	50	SQ255	171	Wanted: Marksman	18	SQ076	88
Cake: The Ingredients	18	SQ068	85	Komodo Search	20	SQ090	93	The Camoo Nightwatch	38	SQ208	146	Wanted: Maagie Rangers	32	SQ181	132
Cake: The Recipe	27	SQ145	115	Kuppopy Flower	25	SQ128	108	The Cat's Meow	28	SQ155	120	Wanted: Musician!	26	SQ144	115
Camoo Cup	19	SQ082	90	Kyrra, Dragoon	7	SQ017	68	The Eastwatch	25	SQ134	111	Wanted: Shiny Macs	5	SQ008	64
Caravan Cry	34	SQ190	136	Lethean Draught	57	SQ264	175	The Finest Blade	42	SQ231	158	Wanted: Sidekick	14	SQ041	77
Caravan Cry II	45	SQ240	163	Loar Airships Grounded	24	SQ115	103	The First Step	3	SQ004	63	Wanted: The Cyanwolf	3	SQ005	63
Champions' Cup	54	SQ259	173	Loar Cup	34	SQ191	137	The Five Kings	99	SQ273	179	Wanted: The Mirage Bunny	19	SQ087	92
Chita on Weapons-Adepts	39	SQ211	147	Lord Grayl!	28	SQ153	119	The Forests of Loar	15	SQ048	78	Wanted: The Mutadragons	36	SQ199	141
Chita on Weapons-Masters	49	SQ250	169	Love-Struck	23	SQ110	101	The Forgotten Places	21	SQ098	95	Wanted: Tonberrian	23	SQ113	102
Chita on Weapons-Novices	33	SQ183	133	Maintaining the Balance	27	SQ146	116	The Genuine Article	17	SQ062	83	Wanted: Tutor!	16	SQ059	82
Cilawa the Gluttonous	5	SQ006	64	Making Port	25	SQ129	108	The Goug Consortium	17	SQ063	83	Wanted: Woodcutter	13	SQ037	75
Clan Mates	1	SQ001	62	Meeting the Quota	30	SQ173	129	The Honorable Thing	36	SQ198	140	Wanted: Woodworker	16	SQ060	82
Cleaning to Loar	22	SQ101	97	Memories	15	SQ047	78	The Lands of Loar	16	SQ056	81	Watch Your Step	33	SQ188	135
Cleaning to Ordalia	22	SQ102	97	Memories Forged	42	SQ232	159	The Last Duelhorn	52	SQ258	172	Watching the Watchers	38	SQ209	146
Crying Eyeball	31	SQ179	131	Monster Poaching	36	SQ197	140	The Last Step	15	SQ049	79	Wayward Drake	15	SQ053	80
Death March	23	SQ108	100	Moorabella Cup	41	SQ229	157	The Moon Seal	18	SQ070	86	What Was Lost	9	SQ025	72
Death March, II	28	SQ151	118	Moorabella Nightwatch	40	SQ221	152	The Natural Order	29	SQ165	125	White King of Cinguleur	88	SQ270	178
Death March, III	41	SQ224	154	Mushroom Chef	11	SQ027	72	The Next Step	16	SQ057	81	Wish Upon a Star	27	SQ149	117
Devilish Delight	42	SQ230	158	My Little Carrot	43	SQ237	161	The Nu Mou Nobles	12	SQ031	73	Yellow Wings in Trouble	55	SQ262	174
Devil's Pact	54	SQ260	173	My Secret Shame	25	SQ130	109	The Nu Mou of the Rupies	50	SQ256	171				
Drawn Bridge	48	SQ247	166	Odd Places	39	SQ214	149	The Perfect Gift	6	SQ011	65				
Drowsy Draught	20	SQ089	93	Of Kupos and Cannons	22	SQ103	98	The Rivalry of the Rupies	59	SQ265	176				

CLAN MATES

Answer the questions correctly to gain access to a certain job.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
1	Targ Wood, Ophy Point	Carnoa	100	20	Complete <i>Now That's A Fire!</i> , then participate in the auction, The Star Seal

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
N/A	N/A	N/A	N/A	N/A	None

REWARDS	AP	CP	CLAN TALENTS
None	10	N/A	N/A

This sub quest requires you to answer a series of questions in order to gain access to new jobs. Depending on how you answer and during what month you complete this quest, different jobs become available.

RACES PER MONTH

MONTH	RACE
Blackfrost-Skyfrost	Humes
Greenfire-Bloodfire	Bangaa
Rosefire-Coppersun	Nu mou

MONTH	RACE
Goldsun-Silversun	Moogles
Ashleaf-Mistleaf	Viera
Emberleaf-Plumfrost	Gria/seeq

The chart to the right shows you the requirements to open up each job. Jobs that have an * next to them indicate that you are offered that job instead if you haven't unlocked the required quest or acquired enough TP for the other listed jobs.

	JOB	MISSION UNLOCKED	TP	ANSWERS
HUMES	*Soldier	-	-	HHHL
	Thief	-	-	HHHH
	*White mage	-	-	LLHL
	Black mage	-	-	LHHH
	Archer	-	-	LHHL
	Paladin	M009	12	HHLL
	Fighter	M009	12	HHHL
	Paravir	M013	24	HLLL
	Ninja	M013	24	HLLH
	Illusionist	M013	24	LLHH
BANGAA	Blue mage	M009	12	LHLH
	Hunter	M009	12	LHLL
	Seer	-	24	LLLL
	*Warrior	-	-	LHHH
	*White monk	-	-	HHHH
	Dragoon	-	-	HLLH
	Defender	M014	18	LHHL
	Gladiator	-	-	HHHL
	Master monk	M014	18	HHHL
	Bishop	-	-	LLHL
NU MOU	Templar	M014	18	LLHL
	Cannoneer	M014	18	LLHH
	Trickster	-	18	LLLL
	*White mage	-	-	LHHH
	*Black mage	-	-	HHHL
	Beastmaster	-	-	HHLL
	Time mage	M010	12	LLHH
	Illusionist	M010	12	HHHH
	Alchemist	M016	24	LHLH
	Arconist	M010	12	HLHH
VIERA	Sage	M010	12	HLLH
	Scholar	M016	24	HLLL
	*Fencer	-	-	HHHL
	*White mage	-	-	HLHL
	Green mage	-	-	HLHH
	*Archer	-	-	HHHH
	Elementalist	M011	18	LLHH
	Red mage	-	-	HLLH
	Spellblade	-	18	HHLL
	Summoner	M011	18	LLLL
MOOGLE	Assassin	M011	18	LHHH
	Sniper	M011	18	LHLL
	*Animist	-	-	HHHH
	*Thief	-	-	LHLL
	*Black mage	-	-	HLLH
	Moogles knight	M015	12	HLLL
	Fusilier	M015	12	HLHL
	Juggler	M018	24	LLLL
	Tinker	M015	12	HLHH
	Time mage	M015	12	LHLH
GRIA SEEQ	Chocobo knight	M018	24	HHHL
	Flintlock	M018	24	LHHL
	*Berserker	-	-	LHHH
	*Ranger	-	-	LLHH
	Lanista	-	18	HLHH
	Viking	M018	18	HHHL
	*Hunter	M011	-	LLLL
	Raptor	M011	-	HHHH
	Ravager	M019	18	LHHL
	Geomancer	M019	18	HLLH

SQ001 GREEN DOMINION

What strange ritual is going on in Targ Wood?

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
2	Targ Wood, Targ Wood	Wood Village	100	20	Complete <i>A Paw Full of Feathers</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Reaction abilities	370

REWARDS	AP	CP	CLAN TALENTS
Xergis Tin x4, Gikhet Lead x3, Birch x2, Green mage Job Unlocked	30	4	N/A



The green mages use their Sleep ability.

A strange group of mages dressed in green are gathered in Targ Wood. Head there to investigate this strange ritual. When your arrival interrupts their ritual, you are attacked by four green mages! These mages have a tendency to use Sleep and Blind to really slow down your fighting abilities. Blind drastically decreases your chance to hit. Sleep does just what you would expect; your units aren't very useful while taking a nap! With these abilities, facing them all at once can be a challenge. Try to surround them one at a time and eliminate them from the battle. After winning this fight, you unlock the green mage job!



ADVERSARIES

	NAME	JOB	LEVEL
1	Miss Midori	Green mage	1-5
2	Miss Midori	Green mage	1-4
3	Miss Midori	Green mage	1-4
4	Miss Midori	Green mage	1-4

SQ002 WANTED: BARMAID!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
3	Targ Wood, Wood Village	Grasston	100	10	Complete <i>The Yellow Wings</i> , then be in the month Goldsun
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find the barmaid!	N/A	N/A	1	N/A	880
REWARDS	AP	CP	CLAN TALENTS		
Blue Horn x2, Ether x3, Phoenix Down x3	30	4	N/A		



Help out with the festival.

A barmaid is needed for 14 days to help out with the festival. Dispatch your viera, or any female unit, for this job and she will return successfully!

SQ003 THE FIRST STEP

Deliver the Cactus Fruit!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
3	Targ Wood, Targ Wood	Wood Village	100	20	Complete a <i>Paw Full of Feathers</i> and you must have a Cactus Fruit in your inventory
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Cactus Fruit!	N/A	N/A	1	N/A	340
REWARDS	AP	CP	CLAN TALENTS		
Blue Brass x4, Crooked Fang x2, Zinconium x3	30	6	N/A		



The white mage is in need of a Cactus Fruit.

For this quest, you don't need to vanquish any foes; you just need to make a simple delivery. You must have a Cactus Fruit, which you can get by completing the quest, *Reagent Run*, to complete this quest. Head to Targ Wood to trade the Cactus Fruit to a white mage. He gives you the *Ocktor Tome of Medicine* in exchange.

SQ004 WANTED: THE CYANWOLF

Defeat the Cyanwolf to claim the bounty!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
3	Comoa, Dias Plains	Comoa	100	20	Complete <i>The Yellow Wings</i> and watch event in Comoa
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Cyanwolf!	Fair, Rain	N/A	6	Ice	2630
REWARDS	AP	CP	CLAN TALENTS		
Wolf Pelt x3, Earth Stone x6, Tarkov Crystal x4	30	6	N/A		



Use Luso's Rend Power ability against the Cyanwolf.

The Cyanwolf travels in a pack, so be sure to defeat the four wolves, two on each side, before heading to the south to take him on. Because of the terrain, this means that you need to start down one side then move back up to reach the other. The wolves have a *Screech* ability which hits units in a straight line and causes confusion, which results in a loss of character control. This can be annoying, and dangerous, if you move around while Confused.

Once you have defeated the pack, move to engage the Cyanwolf. This foe can attack multiple people in a line with *Fiery Blow* and *Chilling Blow*, so try to position your units so they are not lined up. Use your soldier's *Rend Power* ability to make Cyanwolf do less damage, making it easier for your units to wear him down!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Cyanwolf	Worgen	2-7	3	Random	Wolf	1-4
2	Random	Wolf	1-5	3	Random	Wolf	1-4
3	Random	Wolf	1-4				

SQ005 CILAWA THE GLUTTONOUS

Cilawa is counting on you to bring him a fresh Rat Tail!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
5	Camoo, Adventurer's Rest	Camoo	200	20	Complete <i>The Yellow Wings</i> , watch an event in Camoo, then complete <i>Prepared with Love</i> . Must have a Rat Tail in your inventory

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Rat Tail to Cilawa.	N/A	N/A	1	N/A	560
REWARDS	AP	CP	CLAN TALENTS		
Tanned Hide x3, Ladies Tresses x2, Cloudy Sap x3	30	10	N/A		



Cilawa has a problem keeping ingredients around.

This is another delivery quest. Cilawa needs you to bring him a Rat Tail for a new potion recipe he is preparing. You can easily obtain a Rat Tail by completing the quest *A Voice from the Well*. Hopefully Cilawa will not eat this ingredient.

SQ006 FOR THE CAUSE

Donate to help protect endangered monsters!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
5	Graszton, Graszton	Camoo	100	20	Complete <i>Now That's A Fire!</i> , then participate in an auction

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Make a donation of 100 gil or 1,000 gil.	N/A	N/A	1	N/A	None
REWARDS	AP	CP	CLAN TALENTS		
None	10	N/A	N/A		

This quest can be repeated each time it appears. Each time you can choose to donate either a 100 gil or 1,000 gil to complete the quest. If you can spare the gil, donate 1,000 gil each time. As your total donation amount increases you receive better rewards.



Do your part to help endangered monsters!

DONATION	REWARD
10,000 gil	Elixir
20,000 gil	Eureka Crystal
30,000 gil	Grimoire Stone
40,000 gil	Dark Matter
50,000 gil	Einherjarium
60,000 gil	Orichalcum
70,000 gil	Demon Feather
80,000 gil	Ribbon

SQ007 WANTED: SHINY MACES

Help Chita get his stock in tip top shape!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
5	The Bisga Highlands, Vieg Northroad	Graszton	100	20	Complete <i>Wanted: Ugohr</i> , then watch an event in Graszton

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	2	N/A	1110
REWARDS	AP	CP	CLAN TALENTS		
Aged Turtle Shell x1, Soft Cotton x1, Bone Chips x1	30	10	N/A		



Dispatch the right person for this job!

Travel to the Bisga Highlands, then head to the Vieg Northroad where you meet Chita of Chita's Weaponers. He requires someone familiar with maces to help him get his stock in top shape and lets you know you aren't cut out for it. Dispatch your green mage, since this job uses maces, and in 10 days the green mage returns to you with rewards!

SQ008 KNOWING THE BEAST

Cappy and Ceva are under attack from vicious wolves and baknamy. Hold back the attackers!

NAME	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
5	Camoa, Shaug Tablelands	Camoa	200	20	Complete <i>The Yellow Wings</i> and watch an event in Camoa
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Hold back wolves for 4 rounds!	Fair, Rain	<div>1 Ceva</div> <div>1 Cappy</div>	6	Reaction abilities	830
REWARDS	AP	CP	CLAN TALENTS		
Skull x4, Skull x3, Clock Gear x5, Beastmaster Job Unlocked	30	12	Adaptability +1		



Deploy your units and protect the bridges.

You arrive in Shaug Tablelands just in time to protect a dreamhare named Cappy from a group of wolves and baknamy. You must hold the two bridges for four rounds to give Ceva time to heal Cappy's wounds.

Position units like your soldier, white monk, and moogle knight at the front lines near the bridges. You have to make sure none of the attackers break through. The moogle knight can also attack from range if it has the Moogle Lance ability equipped. No matter how many creatures you defeat, more arrive to take their place. Keep your units healed and keep holding the bridges. After four rounds Cappy is healed and you are victorious!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Wolf	2-7	3	Random	Baknamy	1-5
2	Random	Wolf	1-4	3	Random	Baknamy	1-5

SQ009 PREPARED WITH LOVE

Do Chermie a favor and deliver lunch to her husband!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
4	Targ Wood, then Camoa, Wood Village, then Shaug Tablelands	Camoa	200	20	Complete <i>The Yellow Wings</i> and watch an event in Camoa

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver lunch to Chermie's husband.	N/A	N/A	1	N/A	350

REWARDS	AP	CP	CLAN TALENTS
Crazie Brass x6, Coral Fragments, Water Stone x4	30	12	N/A



Find Chermie's husband!

Chermie's husband went off and left his lunch! Travel to the Targ Wood region and enter Wood Village to pick up a Chocobo Skin for his lunch. Head back into the Camoa region and go to the Shaug Tablelands to deliver this lunch to Chermie's husband.

SQ010 THE PERFECT GIFT

Flowers make the perfect gift!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
6	Camoa, Camoa	Camoa	200	20	Complete <i>The Yellow Wings</i> and watch the event in Camoa. Must have a Prima Petal in your inventory	
OBJECTIVE						
		WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver a Prima Petal to Genne.		N/A	N/A	1	N/A	1050
REWARDS				AP	CP	CLAN TALENTS
Molting x2, Rusty Frying Pan x2, Water Stone x3				30	12	N/A



Help Genne find the perfect gift.

The moogle, Genne, wants to get his mother a good present for her birthday and he thinks flowers would be the perfect gift. You can acquire a Prima Petal by completing the quest *The Trappings of Failure*. Travel to Camoa and deliver a Prima Petal to Genne and he rewards you.

SQ011 THE STORAGE SHED

Something is up in Mayhew's storage shed.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
6	Tramline Fens, Demonroot Bog	Fluorgis	200	20	Complete <i>A Request</i> and the following battle, also complete <i>I Want to Forget</i> and <i>Kidnapping</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes	Fair, Rain	1 Mayhew	4	Harming gria	690

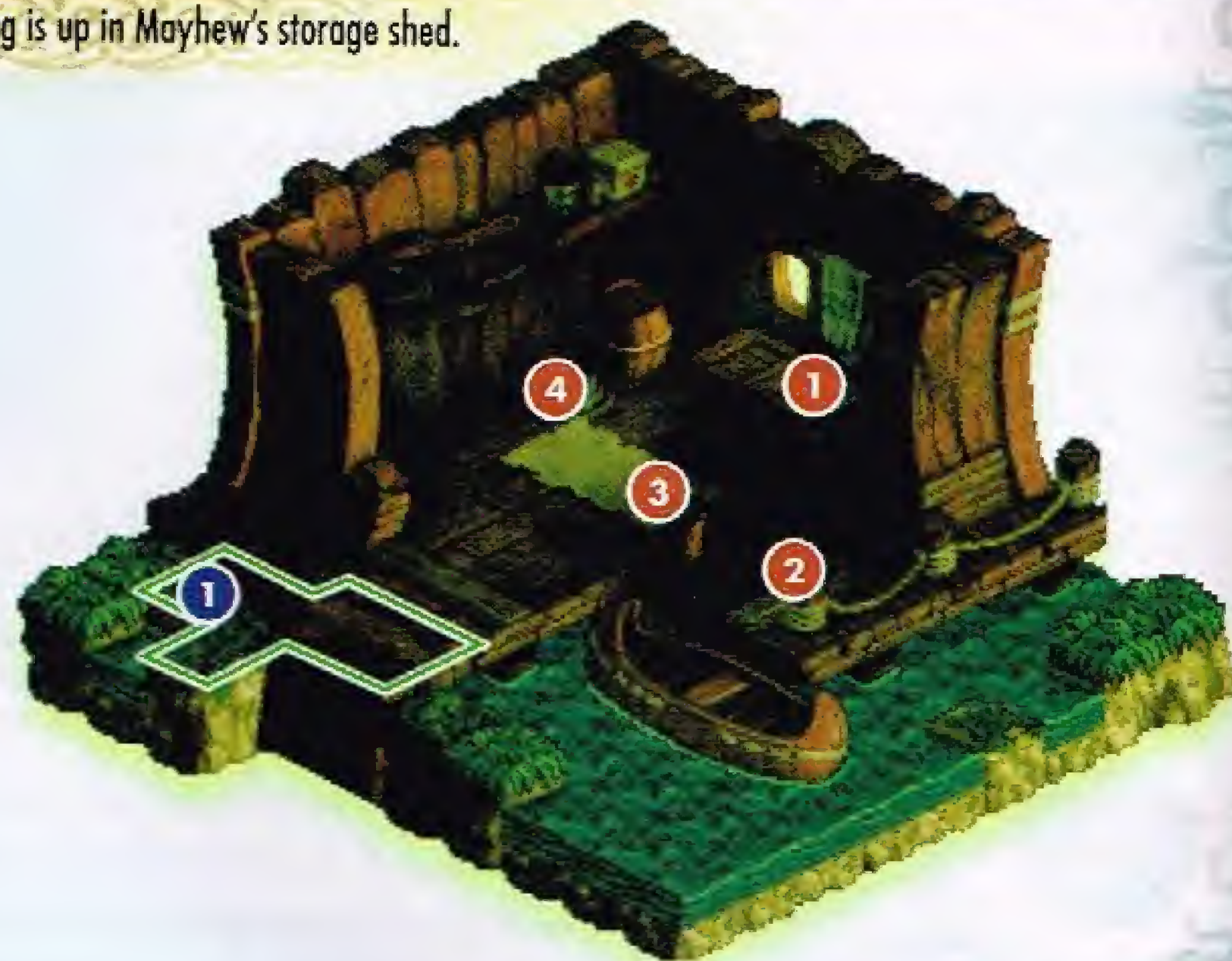
REWARDS	AP	CP	CLAN TALENTS
High Arcana x2	20	12	N/A



Mayhew has a problem...



Deployment



Mayhew of Prima Donna wants you to look in her storage shed to make sure there are no burglars inside. The Devotees are rooting around in the Mayhew's storage shed. Give them a sound thrashing to teach them some better manners. This encounter is extremely easy for your team; just go in and take them down quickly. Once they've all been beaten into unconsciousness, you receive your reward.

ADVERSARIES

	NAME	JOB	LEVEL
1	Old Man Boi Boi	Sage	3-9
2	Komodo Trader	Soldier	4-10

	NAME	JOB	LEVEL
3	Devotee	Lanista	2-8
4	Devotee Jr.	Time mage	1-7

SQ012 A VOICE FROM THE WELL

While investigating the strange noises heard at night in Adventurer's Rest, you come across a group of lamia and a lilith. Your arrival interrupts their singing and they attack!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
7	Camoa, Adventurer's Rest	Camoa	200	20	Complete <i>The Yellow Wings</i> and watch an event in Camoa

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Ranged Weapons	1160

REWARDS	AP	CP	CLAN TALENTS
Rat Tail x2, Bat Tail x2, Bomb Shell x4	30	14	N/A



Beware the lilith's Kiss.

This board contains several traps scattered about, so be wary of moving about with low health as these can cause serious damage. By far the most dangerous creature here is the lilith. This bewitching creature can Kiss you, causing your unit to be afflicted with the Charm debuff, which forces the unit to attack its own allies! If this happens, attack your character to knock them out of it. Kiss also has the chance to put Doom on your unit. This KO's one of your units in just three turns. Be prepared to revive your unit with a Phoenix Down or defeat all of the foes before the three turn timer counts down to beat the Doom effect.



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Lamia	4-10
1	Random	Lamia	4-10

	NAME	JOB	LEVEL
1	Random	Lamia	4-10
2	Random	Lilith	4-10

SQ013 BEETLE IN A HAYSTACK

Find the scarab beetle!

LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
Camoa, Shaug Tablelands	Wood Village	200	20	Complete <i>The Yellow Wings</i>	

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find the scarab beetle!	Fair, Rain	N/A	6	Lightning	440

REWARDS	AP	CP	CLAN TALENTS
Wind Stone x3, Pointed Horn x1	30	14	N/A



Use the bridges to your advantage!

This quest is fairly straightforward. There are little shiny spots on the ground where the beetle could possibly be located. Check all of these to find the hidden bug! It is not necessary to defeat all the monsters on the stage for victory. Once you find the beetle the battle is won. You can easily keep the enemy at bay by blocking the bridge with your melee units while your ranged units damage them from a distance.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Wolf	1-5	3 Random	Axeback	1-5
2 Random	Wolf	2-7	4 Random	Axeback	1-6

SQ014 GREAT LAND FESTIVAL

The Great Land Festival needs your help!

LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
Camoa, Camoa	Grasston	200	10	Complete <i>The Yellow Wings</i> , watch an event in Camoa, then be in the month Goldsun	

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Watch the right event for the job!	N/A	1	N/A	320	Knot of Rust x8, Ether x4, Phoenix Down x4

REWARDS	AP	CP	CLAN TALENTS
	14	N/A	



Welcome to the Great Land Festival.

Camoa needs someone to decorate and perform for the Great Land Festival for 10 days. Dispatch a juggler or a trickster to do the job.

SQ015 IT'S THE THOUGHT

Delicious Succulent Fruit makes the best gift!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
7	Grasston, Baybold Lowlands	Grasston	200	20	Complete <i>Wanted: Ugohr</i> , then watch an event in Grasston. Must have a Succulent Fruit in your inventory

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver a Succulent Fruit to Tagore.	N/A	N/A	1	N/A	1120

REWARDS	AP	CP	CLAN TALENTS
Fire Stone x5, Whisperweed x1, Gun Gear x2	30	14	N/A



There is nothing like a Succulent Fruit!

Bring a Succulent Fruit to Tagore in the Baybold Lowlands, so he can give it to his employer as a gift. Once you do this you receive the reward. You can acquire a Succulent Fruit by completing *Wanted: Gilmunto* as it is one of the rewards.

SQ016 KYRRA, DRAGOON

This dragoon's pride has gotten him into trouble!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
7	Targ Wood, Muskmallow Field	Wood Village	200	20	Completed <i>The Yellow Wings</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Kyrra and defeat all foes!	Fair, Rain	1 Kyrra	6	Targeting and Area	690

REWARDS	AP	CP	CLAN TALENTS
Xargis x3, Wool x1, Animal Bone x3, Dragoon Job Unlocked	30	14	N/A



Be sure to grab the treasure your opponents are hiding.

You come across a lone dragoon by the name of Kyrra. He is heavily outnumbered by white monks and warriors, but he refuses to back down because it would wound his pride as a dragoon. It is up to you to make sure he doesn't fall in combat by keeping him healed and helping him defeat his foes. Beware the monk's Air Render ability as it can hit from range and does a large amount of damage. Since the Judge's law forbids area effect targeting, the mages can't use their best skills and healing has to be done by potion use so make sure to have the Items ability set on your characters before the battle.

Once you take care of the opposition, Kyrra teaches you how to become a dragoon, unlocking the job for you.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Warrior	1-5	4 Random	White monk	1-5
2 Random	Warrior	1-4	5 Random	White monk	2-7
3 Random	White monk	1-4			

SQ017 OUR PLAYGROUND

Face the devious Zedlei Consortium to clear this area.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
7	Comoa, Adventurer's Rest	Grasztan	200	20	Complete <i>The Yellow Wings</i> , watch the event in Comoa, then go to Rosefire having completed <i>Cilawa the Gluttonous</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Ice	700

REWARDS	AP	CP	CLAN TALENTS
Insect Husk x2, Sanative Needle x8, Wind Stone x9	30	14	N/A



The Zedlei Consortium.

Obuta, Leader of the Comoa Kids, wishes to get rid of some old creeps that moved into his playground, near the old well. The Zedlei Consortium is breeding monsters from the wells they are contaminating. They refuse to leave so you have to fight!

Your team is more than a match for the Consortium. The battlefield contains numerous traps, so keep your units healed up so they aren't fatally caught by a trap when moving around at low health. The Consortium's rangers set traps whenever possible, so keep an eye on their movements. Use ranged attacks, like the moogles' Moogle Lance or the dragoon's Jump to defeat these rangers before walking into their well-trapped areas.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Zedlei Consortium	Berserker	6-12	4 Zedlei Consortium	Yellow jelly	2-8
2 Zedlei Consortium	Ranger	4-10	5 Zedlei Consortium	Grenade	3-9
3 Zedlei Consortium	Ranger	5-11	6 Zedlei Consortium	Malboro	4-10

SQ018 SUN-RIPENED MAYHEM

Oh no! These hungry cockatrices are after the deadly nightshades.

LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
Camoa, Dias Plains	Graszton	200	18	Complete <i>Wanted: Ugahr</i> , watch the event in Graszton, then be in the month Goldsun

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the tomatoes and defeat all foes!	Fair, Rain	3	4	Targeting all Units	910

REWARDS	AP	CP	CLAN TALENTS
Salt x2, Iron Carapace x3, Bitter Sap x4	30	14	N/A



See the hungry gleam in the cockatrices eyes?

You arrive just in time to protect the deadly nightshades from being eaten by the four cockatrices. The main thing you need to do is keep an eye on the tomatoes and heal them if needed. Once you arrive to provide backup, the deadly nightshades decide to go on the offensive and often get pecked by the hungry cockatrices who just want a bite.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Cockatrice	2-7	2 Random	Cockatrice	2-6
2 Random	Cockatrice	2-6	2 Random	Cockatrice	2-6

SQ019 FOODSTUFFS: TEXTURE

The Iron Stomach Poison Tasters Guild needs your help.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
B	Targ Wood, Targ Wood	Wood Village	200	20	Complete <i>The Yellow Wings</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat 2 dreamhares!	Fair, Rain	1 Tromel	6	Fire	620

REWARDS	AP	CP	CLAN TALENTS
Animal Bone x3, Chocoba Skin x1, Rat Pelt x2	30	16	N/A



Hoppy bunnies love to dance!

Tromel of the Iron Stomach Poison Tasters Guild asks your help in getting some ingredients. He needs two dreamhares, no more, no less. This is an endless battle; each time you defeat an enemy it is replaced by either a hoppy bunny or a dreamhare. You can defeat as many of the hoppy bunnies as you like for extra experience and items, but only defeat two dreamhares or you fail this quest. Once you defeat these two dreamhares, talk to Tromel to receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Dreamhare	3-8	4 Random	Hoppy bunny	3-8
2 Random	Dreamhare	2-7	5 Random	Hoppy bunny	2-7
3 Random	Dreamhare	1-6			

SQ020 KIDS THESE DAYS

Clan Crik needs to be taught a lesson!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
8	Targ Woods, Wood Village	Graszton	200	20	Complete <i>The Yellow Wings</i> and be in the month Mistleaf

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Ice	790

REWARDS	AP	CP	CLAN TALENTS
Walwood x3, Xergis Tin x4, Gikhet Lead x4	30	16	N/A



Take advantage of the stairs' elevation.

It's time for a good old fashioned pub brawl! You have been hired to teach the ranks of Clan Crik a lesson in courtesy because they have been causing a great deal of trouble for the pub owner of Wood Village. Be ready for a large brawl between your clan and theirs in the pub! Make sure to stay on the high ground for most the fight. This helps you deal more damage and take less. Blocking the stairs with your melee units is a good idea as well. The enemy has all the standard job abilities appropriate for their level, so you face no surprises here. Once a few of the enemies are defeated, have your thief get behind the foes to start wreaking havoc and stealing items. Soon they recognize the error of their rude ways.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Soldier	2-13	4	Random	Warrior	2-13
2	Random	Thief	2-13	5	Random	White monk	2-13
3	Random	Archer	2-15	6	Random	Fencer	2-13

SQ021 REAGENT RUN

Collect a sample of muskmallow!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
8	Targ Wood, Muskmallow Field	Wood Village	200	20	Complete <i>The Yellow Wings</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Collect a sample of muskmallow!	Fair, Rain	N/A	6	Knockback	1580

REWARDS	AP	CP	CLAN TALENTS
Cactus Fruit x3, Nepenthis x1, Spruce x3	30	16	Apitude +1

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Baknamy	6	Random	Dreamhare	4
Random	Wolf	5	Random	Dreamhare	4
Random	Wolf	5			



Make your way through the monsters to reach the muskmallow.

This fight has an added twist, since you don't need to beat all the enemies to win. On the ground are little shiny spots where you can search for the muskmallow. Once you find it, you are victorious! Of course defeating all the enemies gives you added experience plus the items they drop. The enemies you face here aren't that tough, but watch out for the speedy dreamhares. They move very quickly and it is often difficult to anticipate their movements.

SQ022 THE STAR SEAL

Defeat the baknamy to reach the Stone with No Name.

LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
Targ Wood, Muskmallow Field	Comoa	200	20	Complete <i>The Yellow Wings</i> and watch an event in Comoa	
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find the Stone with No Name!	Fair, Rain	N/A	6	Lightning	440
REWARDS			AP	CP	CLAN TALENTS
x2, Large Feather x1, Soul Ceffyl x5			30	16	N/A



The Stone with No Name.

ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Werewolf	2-7
2	Random	Wolf	2-7
3	Random	Sprite	2-7
4	Random	Baknamy	2-7

Upon entering this area, you see a lone guardian baknamy near the Stone with No Name. First, go grab the treasure at the bottom of the map then head up and defeat the baknamy. Once you examine the stone and place the Star Seal on it, you are transported to a different area.

Upon arriving in this new area, you are confronted by many creatures that are very angry about your trespassing in their sacred areas. Also, there is a treasure down and to the left of your deployment area to grab. Sprites have very few hit points and don't pose much of a problem, and you've faced wolves and baknamy before, but behind those is a werewolf! This foe is not only tough, but he's fast and has some strong abilities like Roar. This is a large area effect dispel of buffs on your characters. He also has the En Garde ability, which grants him Counter capabilities, making him even more dangerous. To make matters worse, once you wear him down to low health he goes Berserk, becoming even stronger.

If you've been using your white monk and thief units a lot you should have the Counter ability on those units, helping to even the odds a bit. Make sure to make great use of your moogles here to weaken enemies from range then let it slug it out with enemies at close range, depending on its health. The Protect ability and Sleep ability of your green mage help keep the fight under control at all times. Keep your white mage there to heal anyone who may get into trouble. Focus on destroying all the weaker enemies first, then surround the werewolf and make short work of this fearsome foe.



SQ023 AN EARNEST SEARCH

Help Marnot manage his many love interests!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
9	Targ Wood, Traveler's Way	Grasston	200	6	Complete <i>Wanted: Gilmunto</i> and watch an event in Grasston
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Meet one of Marnot's potential love interests.	N/A	N/A	1	N/A	1050
REWARDS	AP	CP	CLAN TALENTS		
Damascus x4, Birch x1, Quality Lumber X5	30	18	N/A		



Marnot is a popular fellow.

Head to Targ Wood's Traveler's Way and speak to one of Marnot's love interests. She wants you to recite a poem for her. Give it your best shot and you receive the reward for speaking to her.

SQ024 WHAT WAS LOST

Speak to Margot about the stolen merchandise.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
9	Tang Wood, Wood Village	Graszton	200	20	Complete <i>Wanted: Gilmunto</i> , watch an event in Graszton, then complete <i>The Way of the Meek</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
N/A	N/A	N/A	1	N/A	840
REWARDS			AP	CP	CLAN TALENTS
Hedychium x, Storm Stone x4			30	18	N/A



Head to Wood Village and speak with Margot about her stolen merchandise. Through the course of the conversation you find out it was Dayvis who stole the item after recognizing the weapon he was carrying. Tell them he is going to the Galleria and you will receive your reward.

Help Margot recover her stolen merchandise.

SQ025 A SIMPLE QUESTION

Learn about the Judges!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
10	The Aldanna Range, Lezaford's Cottage	Graszton	200	20	Complete <i>Wanted: Gilmunto</i> and watch an event in Graszton
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
N/A	N/A	N/A	1	N/A	790
REWARDS			AP	CP	CLAN TALENTS
Kuraisle Boxwood x2			30	20	Negotiation +1



Visit Lezaford and find out more information on the Judges for both your client and yourself to receive the reward. This information is now in your Clan Primer and you can look at it anytime you wish.

What are the Judges anyway?

SQ026 MUSHROOM CHEF

Perform a taste test on these mushrooms to find the correct one!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
11	Baptiste Hill, Sundappled Trail	Graszton	300	20	Complete <i>You Say Tomato</i> and be in the month Mistleaf
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find a Baptiste mushroom!	Fair, Rain	N/A	6	Back Attack	980
REWARDS			AP	CP	CLAN TALENTS
Aged Linen x3, Cottonflue x4, Coeul Pelt x3			30	22	Aptitude +1, Adaptability +1



Upon entering the map you see a lot of mushrooms! The only way to find the right one is to taste each one until you find the Baptiste Mushroom. The wrong mushrooms have adverse effects, but nothing fatal. This area also contains a number of hostile creatures, and a sprite in particular, that doesn't want you messing with their mushrooms. Defeat the creatures before beginning your mushroom tasting. This earns you more of a reward because once you find the mushroom, the quest is complete.

Sprites sure are attached to their mushrooms!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Dreamhare	4-11	3	Random	Lamia	5-12
2	Random	Sprite	6-13	4	Random	Lilith	4-10

SQ027 SHIPPING OUT

Noy from Long-Ear Freight is up to his very long ears in shipping orders!



Help Noy make his deliveries.

Noy needs your help to get these orders shipped out! Help him out by going to Targ Wood, Wood Village, and then bringing back a parcel to Grasztan docks. Once they see it is undamaged they give you your reward, complimenting you on your fine work.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
11	Grasztan to Targ Wood, Grasztan to Wood Village	Grasztan	300	20	Complete <i>Wanted: Ugohr</i> , watch an event in Grasztan, then complete <i>It's the Thought</i>
OBJECTIVE					
	Deliver the parcel to Targ Wood and back to Grasztan.	N/A	N/A	1	N/A
REWARDS					
	Grass x2, Wool x1, Velvet x2	30	22	CLAN TALENTS	Negotiation +1

SQ028 UNDER THE WEATHER

Lotice isn't feeling quite herself. See what you can do to help her out.



Lotice looks gravely ill.

Deliver the healing potions to Lotice in Protector's Walk to help her get over what she believes is a sickness.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
11	Tramline Fens, Protector's Walk	Fluorgis	300	10	Complete <i>Rumors Abound</i> , have Potion x1, and Hi-Potion x1 in inventory
OBJECTIVE					
	Deliver the potion and hi-potion to Lotice	N/A	N/A	3	N/A
REWARDS					
	Silver Liquid x4	30	22	CLAN TALENTS	Negotiation +1, Adaptability +1

SQ029 BONGA BUGLE — BLOODFIRE

Help the shopkeeper avoid the Editor!



Help the Head Editor get his story!

CUSTOMERS SATISFIED REWARDS

10 Customers	Eureka Crystal
8-9 Customers	Elixir
1-7 Customers	Nothing
0 Customers	Knot of Rust

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
12	Targ Wood, Wood Village	Comoo	300	8	Complete <i>You Say Tomato</i> , then read the notice "The Bonga Bugle." Be in the month Bloodfire
OBJECTIVE					
	Make customers happy by selling them the right item.	N/A	N/A	1	N/A
REWARDS					
	Durionium x9, Malboro Vine x3	30	24	CLAN TALENTS	Negotiation +2, Adaptability +1

Head to the Wood Village shop and find that the shopkeeper has left to avoid the Bonga Bugle Head Editor. To win this quest, just sell the right items to the customers while he is gone. There are ten customers total; you do not need to come up with the correct item for each customer to complete the quest, just satisfy most of them. The questions are fairly straightforward, just select the item that fills each customer's need.

SQ030 THE NU MOU NOBLES

Help out the Nu Mou Nobles!



A little flattery never hurts.

Deliver the requested items, Recall Grass x1 and Healing Water x1, to the clan leader of the Nu Mou Nobles. He rewards you by teaching you how to be an arcanist and also warns you about the Bangaa Brotherhood!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
12	Baptiste Hill, Baptiste Hill	Grasztan	300	20	Complete <i>Not That's a Fire!</i> , participate in an auction, then read notice "The Rivalry of the Rupies." Must have Recall Grass x1 and Healing Water x1
OBJECTIVE					
	Deliver the items to the clan leader	N/A	N/A	1	N/A
REWARDS					
	Recall Grass x3, Soul Ceffyl x3, arcanist Job Unlocked	30	24	CLAN TALENTS	Negotiation +1

SQ031 THE TRAPPINGS OF FAILURE

The city placed traps to try to deal with the growing monster problem, but they had no effect at all and are now a danger to normal citizens! It is no wonder the traps failed; the monsters in question are sprites and a banshee, all of which can fly.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
12	Targ Wood, Muskmallow Field	Camoo	300	20	Complete <i>The Yellow Wings</i> and watch an event in Camoo

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Destroy the traps!	Fair, Rain	N/A	6	>50 Damage	390

REWARDS	AP	CP	CLAN TALENTS
Prima Petal x2, Mape Wood x3, Sturdy Vine x3	30	24	Teamwork +1



You start on the high ground.

This fight can be fairly tough. Any of the traps you need to set off can take you down to 1/2 of your health. To make matters worse, the sprites have a huge ranged damage spell called Meteorite that can finish you off. Be sure to have healing items at the ready and use your white mage to keep your units healed. Unless you're feeling very lucky, or do not want the Judge's Reward, don't even try to defeat the enemies. One unlucky critical hit and you can easily go over the 50 damage limit set by the Judge. After all the traps are set off you achieve victory regardless of how many enemies are left undefeated.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Sprite	1-3	2 Random	Sprite	1-3
2 Random	Sprite	1-3	3 Random	Banshee	1-5
2 Random	Sprite	1-3			

SQ032 WANTED: ARTILLERY

Send in a cannoneer!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
12	Fluorgis, Cannol West Barbican	Fluorgis	300	20	Complete <i>Grounded!</i> and ride in the airship

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	1	N/A	2680

REWARDS	AP	CP	CLAN TALENTS
Gemsteel x5	N/A	N/A	N/A



A cannoneer is perfect for this job!

The Daemons of Battle wish to find someone to support their ranks while they battle a mighty foe and a cannoneer would be perfect for the job! Your cannoneer is only gone 10 days and you then receive your reward. If you don't yet have a cannoneer, don't worry; you can always complete this quest at a later date once one has joined your ranks.

SQ033 PIRATE ATTACK

Keep Lord Grayrl from boarding the ship!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
13	Grasston, Grasston	Camoo	300	20	Complete <i>Wanted: Ugahr</i> , watch an event in Grasston and complete <i>Bonga Bugle</i> — Silversun

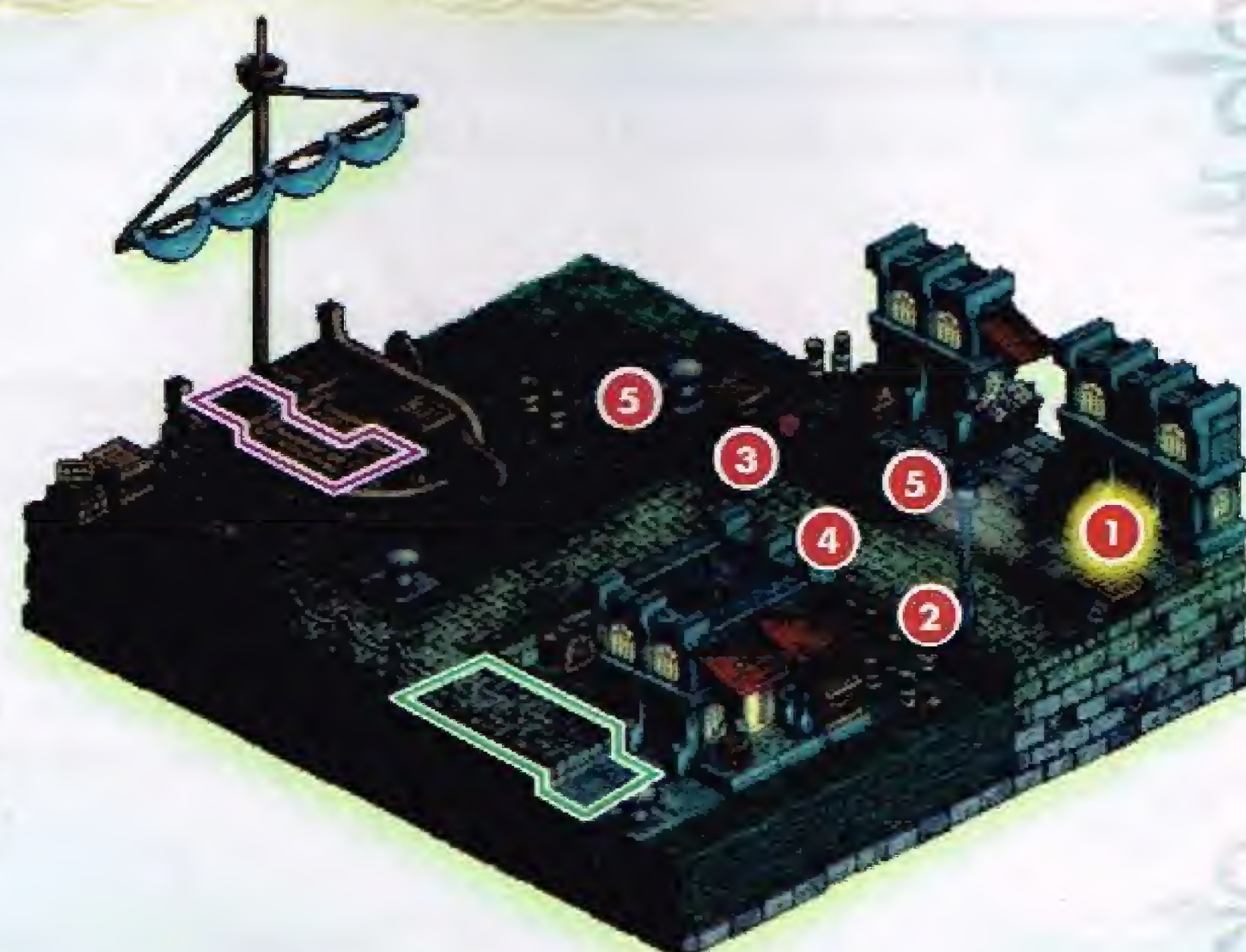
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Lord Grayrl before he boards the ship!	Fair, Rain	N/A	6	Harming humes	2450

REWARDS	AP	CP	CLAN TALENTS
Malboro Vine x2, Foul Liquid x4, Sturdy Bone x3	30	26	Teamwork +1



Stop Lord Grayrl!

Galleria Jewelers needs help protecting their shipment from pirates and it is up to you to help. You can stop the pirates from stealing the shipment by defeating Lord Grayrl before he boards the ship with the jewels. Also, be careful not to harm any of his pirates that are humes or you will lose your Judge's favor. The easiest way to stop the pirates is to block the street with your dragoon, fighter, white mage, or other melee classes. Make sure your units don't have Counter enabled, so you don't accidentally harm any humes. Then, just have your fusilier and your time mage or black mage unleash damage on Lord Grayrl. Once he is defeated he vows if you let him go he will give up the pirate life.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Lord Grayrl	Viking	11-19	4 Veluga Pirates	Moog knight	8-16
2 Veluga Pirates	Black mage	7-15	5 Veluga Pirates	Viking	9-17
3 Veluga Pirates	Archer	7-15	5 Veluga Pirates	Viking	7-15

SQ034 THE TOWNS OF LOAR

Put your traveling shoes on!

LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
Moorabella/Camoa/Graszton, Reighlard Forest/Shaug Tablelands/Vieg Southroad	Moorabella	300	7	Complete <i>Grounded!</i> , ride in the airship, and complete <i>The Lands of Loar</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit 3 towns in 7 days.	N/A	N/A	N/A	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Small Feather x1, Small Feather x1	30	34	Teamwork +1, Adaptability +1



Wayfarer's Log, Ochre

The Annual Wayfarer's Expedition is back and you need to travel to all three of these towns in seven days, which is barely enough time if you hurry. You must start either in Graszton, go to Camoa, then on to Moorabella, or start in Moorabella, travel to Camoa, then to Graszton to make it in the allotted time. Once you do this you receive Wayfarer's Log, Ochre.

SQ035 VEIS, ASSASSIN

Show House Bowen that Veis is worthy of their clan!

LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
The Rupie Mountains, Watch of the Mountain Gods	Graszton	300	20	Complete <i>Wanted: Gilmunto</i> , then watch an event in Graszton

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Battle vs. House Bowen	Fair, Snow	1 Bowen, 2 Lo, 3 Tweigel, 4 Veis	4	Actions by moogles	2280

REWARDS	AP	CP	CLAN TALENTS
Shell x2, Giant Feather x1, Fire Stone x5, assassin Job Unlocked	30	26	Teamwork +1, Adaptability +1



Position your units behind the enemy for extra damage.

You escort Veis to House Bowen and they are in the middle of claiming a mark, a marlboro king!!! They refuse to play nursemaid to a new member, so you must help Veis defeat the marlboro king before House Bowen does. This will show she has what it takes to join them. A very good way to keep them from winning is to use your green mage to put Tweigel and Lo to Sleep and your black mage to damage Bowen and the marlboro king at the same time. Bowen will retreat when he gets low on health, leaving it all in your hands. Once you claim victory, Veis thanks you and teaches you how to unlock the assassin job.



ADVERSARIES

	NAME	JOB	LEVEL
1	Romasin	Marlboro king	13-23

SQ036 WANTED: WOODCUTTER

Sharpen your axe!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
13	Targ Wood, Ophy Point	Moorabella	300	20	Complete <i>Making Music</i> , watch the event in Moorabella, and complete The Star Seal	
OBJECTIVE		WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job		N/A	N/A	1	N/A	3630
REWARDS				AP	CP	CLAN TALENTS
Lightwing Crystal x3, Wyrmtwig x2				30	26	Negotiation +1, Adaptability +1



Kupo!!!

You need to help cut down some trees so you should send someone who can use an axe, like a chocobo knight or viking. They will only be gone for two days, then you receive your reward.

SQ037 AN EARNEST QUANDARY

Help Marnot continue his quest for his lost love.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
14	Camoa/Grasston, Adventurer's Rest	Camoa	300	6	Complete <i>Grounded!</i> , ride the airship, and complete <i>An Earnest Search</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Perform a dance for Marnot's potential love interests.	N/A	N/A	1	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Aged Turtle Shell x4	30	28	Negotiation +1, Teamwork +1



The things you do for Marnot...

Marnot is still trying to find his lost love and has scheduled to meet three women on the same day! You must visit two of them and take his place to help him find the right one. Once you perform for them both within the time frame you receive your reward.

SQ038 THROW DOWN

Help House Bowen defeat your old foe, Klesta.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
14	Baptiste Hill, The Boulderfall	Grasston	300	20	Complete <i>You Say Tomato</i> , read the notices "Klesta Comes" and "Headhunter Friese," and acquire 10+ Trial Points

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Klesta!	Fair, Rain	1 Bowen, 2 Tweigel, 3 Veis, 4 Loa	3	Harming the Weak	2870

REWARDS	AP	CP	CLAN TALENTS
Zingu Pearl Shell x3, Adamant Alloy x8, Green Liquid x4	30	28	Negotiation +1



Klesta is back causing trouble!

This is another showdown with Klesta! This time you're helping Bowen of House Bowen defeat this feathered foe. Klesta is at the top of the mountain and has a huge range and very large and wide line and area effect attacks such as Devour and Peck—which hits up to three targets directly in front of Klesta. Territorial Marking, where he jumps into the air and lands, inflicting damage, is the same as you have seen before, only stronger. Even though you have guests, don't concern yourself with their health, since they can't be defeated here. Concentrate on making your way to the top and start whittling away at Klesta's massive hit points. With your item ability and white mage you should have no trouble keeping your units healed. Klesta will mainly focus on the guests, leaving you free to inflict damage.



ADVERSARIES

NAME	JOB	LEVEL
1 Klesta	Crushatrice	11-17

SQ039 TO BE A FIGHTER

Defeat George and his group to learn the fighter job.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
14	Moorabella, Reighard Forest	Camoa	300	20	Complete <i>Now That's a Fire!</i> , then participate in an auction

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Snow	N/A	6	Restoring MP	1600

REWARDS	AP	CP	CLAN TALENTS
Tiger Hide x3, Peppergrass x1, Ice Stone x5, Fighter Job Unlocked	30	28	Teamwork +1, Adaptability +1



Your enemy has the advantage of the high ground to start.

If you wish to learn the fighter job, you need to defeat George and his group of fighters, warriors, and soldiers. He claims that he only teaches the fighter job to those that can best him and his team and the last group that tried didn't fare so well.

This fight is fairly straightforward. Just make sure you have good healing capability and some good soldiers or other tough melee units, to go toe to toe with these hardened warriors. Make sure you bring some Magick power too, since it is very good for taking out multiple foes when they bunch up. Move your paladin, moogle knight, dragoon, and soldier up and form a line blocking George's team. Just whittle away at their health and hit them hard with magick for an easy win!



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 George	George	11-19	4 Random	Fighter	9-17
2 Random	Soldier	9-17	5 Random	Fighter	10-18
3 Random	Thief	9-17	6 Random	Warrior	9-17

SQ040 WANTED: SIDEKICK

Dispatch a ranger to help Marcol.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
14	Grasston, Baybold Lowlands	Camoa	300	20	Complete <i>Now That's a Fire!</i> , participate in auction

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	Fair	N/A	N/A	N/A	1110

REWARDS	AP	CP	CLAN TALENTS
Warrior's Heather x2	30	28	Negotiation +1



A ranger is the perfect job for this job!

Marcol wants to meet all the people of the day who will one day be famous, so he needs assistance traveling the lands. Dispatch a ranger to help him with his travels.

SQ041 A CHARM FOR LUCK

Remie fears for Lyze. See what you can do for him.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	Tramdine Fens, Catsbreath Field	Fluorgis	400	20	Complete <i>Rumors Abound</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Collect the charm from Remie	N/A	N/A	1	N/A	1470

REWARDS	AP	CP	CLAN TALENTS
Magick Fruit x5			



Deliver the charm to Lyze.

Remie believe something horrible will happen to Lyze if he doesn't have his charm. Collect it from Remie in Catsbreath Field and take it to Lyze at Gorday Citadel.

SQ042 AN UNFAMILIAR LAND

Gather more information about the mysterious Judges.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	The Aldanna Range, Lezaford's Cottage	Moorabella	300	20	Complete <i>Grounded!</i> , ride in the airship, and complete <i>A Simple Question</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speak to Lezaford about the Judges.	N/A	Lezaford	1	N/A	1580

REWARDS	AP	CP	CLAN TALENTS
Ice Sigil x4	30	30	Negotiation +1



Learn more about the mysterious Judges.

Despite your contact with them, the Judges still remain mostly a mystery. Visit Lezaford's Cottage and learn about the Judges. Once you do so, you receive your reward.

SQ043 BONGA BUGLE — ROSEFIRE

The Head Editor of the Bonga Bugle needs your help.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	Zedlei Forest, The Greenhall	Grasston	300	8	Complete <i>Wanted: Gilmunto</i> , watch the event in Grasston, read the notice "The Bonga Bugle," then be in the month Rosefire

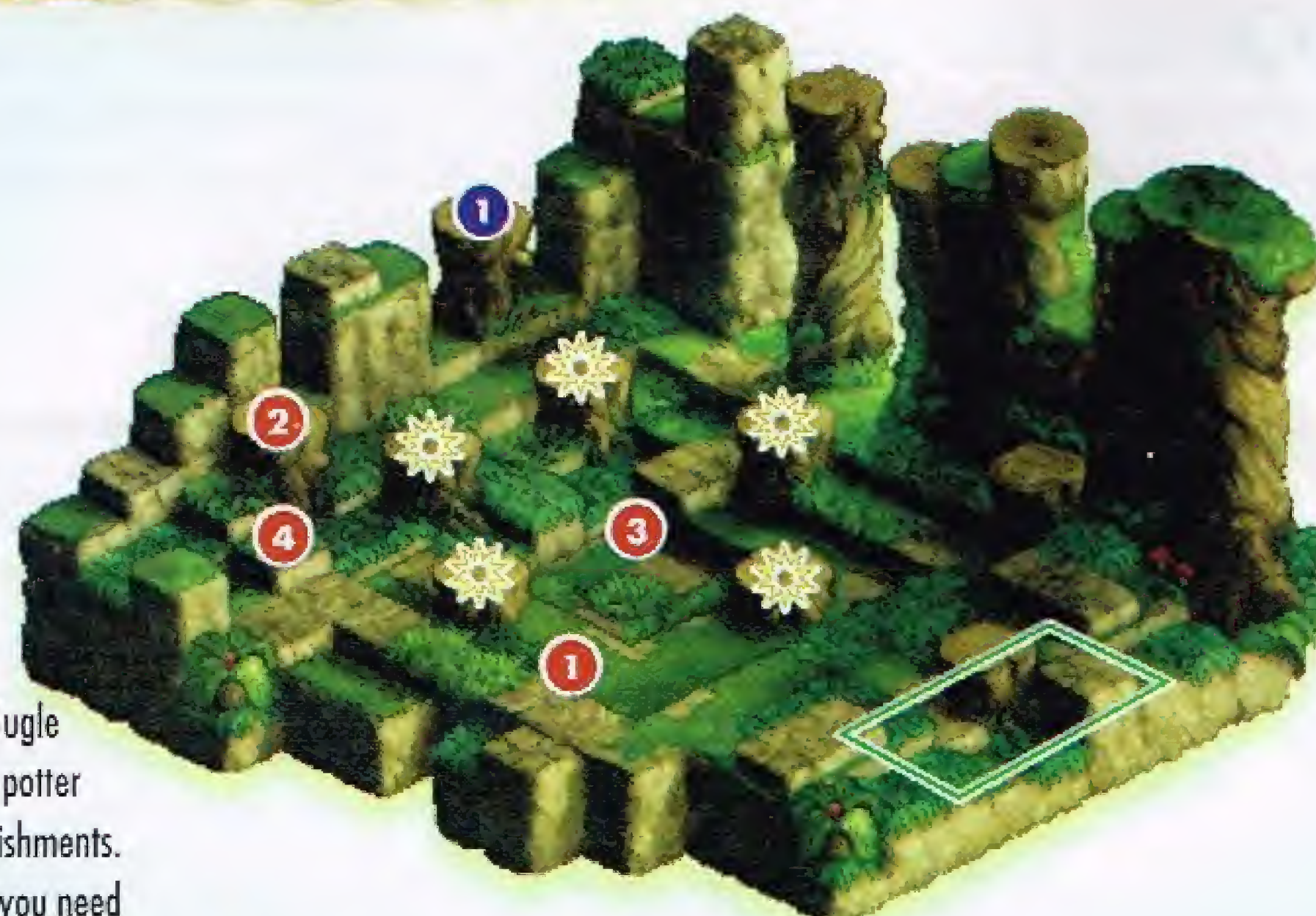
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Place 5 pots on the tree stumps!	Fair, Rain	1 Head Editor	6	Piercing Weapons	2730

REWARDS	AP	CP	CLAN TALENTS
Gun Gear x3	30	30	Aptitude +1



Concentrate on placing the pots.

Looks like you're helping out the Head Editor of the Bonga Bugle once again. This time you need to place the pots of a master potter on the stumps so a visual record can be made of his accomplishments. Unfortunately, there are enemies here too. To win this quest you need to place the pots on the tree stumps. No matter how many enemies you destroy more just keep coming. Protect your people and defeat any enemies in your way, but your top priority should be the pot placement. Once you do this, the Head Editor tells you to read about your accomplishment in the paper and you receive your reward!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Wolf	8-15	3	Random	Sprite	9-15
2	Random	Worgen	9-17	4	Random	Baknamy	7-15

SQ044 **BOOKS OF MAGICK**

Find out about the mystical grimoires.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	The Aldanna Range, Lezaford's Cottage	Camoa	300	20	Complete <i>Now That's a Fire!</i> and participate in an auction

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Ask Lezaford about grimoires.	N/A	N/A	1	N/A	2370

REWARDS	AP	CP	CLAN TALENTS
Storm Sigil x2, Water Sigil x2	30	30	Negotiation +1



I got this request from an Academy student wanting to know about grimoires.

Lezaford knows a great deal about grimoires.

Travel to Lezaford's Cottage in the Aldanna Range and ask him about grimoires. He writes it down so you can show it to whomever you want. You can now also check this information through your Clan Primer.

SQ045 **GRIPPED BY FEAR**

Arna is scared of flying. See what you can do to calm her fears.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	Moorabella, Moorabella Aerodrome	Moorabella	300	20	Complete <i>Rumors Abound</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Help Arna overcome her fear of flying	N/A	N/A	1	N/A	1330

REWARDS	AP	CP	CLAN TALENTS
Spider Silk x3	30	30	Negotiation +1



But I will not go on like this. I must master my fears.

Arna fears the airship.

Head to Moorabella Aerodrome and talk to Arna to help her come to terms with her fear. Once you accompany her on her first flight aboard the airship you receive your reward.

SQ046 **MEMORIES**

Help Old Man Boiboi relive his youthful adventures.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	Targ Woog, Traveler's Way	Moorabella	300	20	Complete <i>Now That's a Fire!</i> Participate in the auction, complete <i>The Forests of Loar</i> and be in month Mistleaf

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver your Wayfarer's Log to Old Man Boiboi	N/A	Old Man Boiboi	1	N/A	140

REWARDS	AP	CP	CLAN TALENTS
See Chart Below	30	30	Negotiation +1

You encounter Old Man Boiboi at Traveler's Way. He has lost his Wayfarer's Log and wants to have yours since it helps him relive his almost forgotten days of youth. The reward you receive depends on the number of Wayfarer's Logs you have to give to him. There are seven logs in all. You can get them by completing the Towns of Loar, the Lands of Loar, The Seas of Ordalia, The Wonders of Ordalia, The Forests of Loar, Loar Tour Deluxe, and World Tour Cave Ruins.



Please! Give me your wayfarer's logs! Any will do! The more the better!

Your Wayfarer's Logs help Old Man Boiboi remember.

NUMBER OF LOGS	REWARD
1	X-Potion
2	Elixir
3	Mythril
4	Waterwyrd Crystal
5	Eureka Crystal
6	Grimoire Stone
7	Ribbon*

*You'll only receive this item once. The next time, you will receive a Grimoire Stone.

SQ047 **THE FORESTS OF LOAR**

Hurry to make it to all the designated areas!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	Targ Wood/The Bisga Greenlands/ Zedlei Forest, Traveler's Way/ Jadewood/Formo Brook	Camoa	300	20	Complete <i>Now That's A Fire!</i> and participate in an auction

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit all the area within the time frame.	N/A	N/A	N/A	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Faerie Wing x3,	30	30	Teamwork +1



That takes care of the stamp for this area!

Collect stamps from each place you visit.

You've entered into the Annual Wayfarer's Expedition! You must visit three places within six days and receive a stamp at each location to verify that you've been there. Once you do, you are rewarded with valuable prizes!

SQ048 THE LAST STEP

Deliver the Oktor Tome of Medicine.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	Targ Wood, Targ Wood	Camoa	300	20	Complete A Request and following battle, also complete A Step Further and read the notice "What's Really Important"

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver Oktor Tome of Medicine to Mack	N/A	N/A	1	N/A	4260

REWARDS	AP	CP	CLAN TALENTS
Prime Tanned Hide x1, Earrings of the Dead	30	30	Negotiation +1



Get the Earring of the Dead.

Bring the Oktor Tome of Medicine to Mack and he gifts you with Earrings of the Dead.

SQ049 THE WAY OF THE MEEK

Protect Dayvis from a band of bandits!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	The Bisga Greenlands, Caravan Trail	Graszton	300	20	Complete <i>Wanted: Lang Bros.</i> , then watch an event in Graszton

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Dayvis and defeat all foes!	Fair, Rain	1 Dayvis	5	Items	3400

REWARDS	AP	CP	CLAN TALENTS
Superior Silk Thread x3, Earth Stone x3	30	30	Teamwork +1, Adaptability +1



Don't forget to grab the treasure!

On arrival you see a bunch of Bandits at the top of the mountain accusing Dayvis of being a thief! It is up to you to protect him and yourself, since they want all you have as well. Be wary of their ranged units, since they start at a higher elevation and have a huge range boost that can hit you very early on. Be prepared to heal your units with spells or abilities only, since the Judge's law forbids items. Always try to keep one of your healers in range of Dayvis just in case he runs into trouble. He tries to stay as far away from the fight as possible.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Soldier	16	4 Random	Archer	13
2 Random	White mage	15	5 Random	Warrior	15
3 Random	Black mage	15	6 Random	White monk	15

SQ050 TREE HUGGING

Defend the Great Tree from the antlions and the pit beast that are trying to get to it.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
15	Graszton, Vieg Southroad	Graszton	300	20	Complete <i>Wanted: Ugohr</i> , watch an event in Graszton, and complete <i>Komodo Departure</i>	
OBJECTIVE		WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat 10 foes and keep them from the tree!		Fair, Rain	N/A	6	Restoring MP	3280
REWARDS		AP	CP	CLAN TALENTS		
Power Fruit x2, Telaq x1, Dirty Wool x1		30	30	Teamwork +1, Adaptability +1		



You start with enemies on both sides!

Defend the Great Tree by blocking access to it. Place your melee classes on the left side, paladins and white monks work well here, while moving your other units to the right. Your white mage, thief, moogles knight, or green mage should work well on this side of the map. The green mage's Protect and Shell abilities are very useful to mitigate the damage you take.

The antlion's attacks lower your defense and slow you. The pit beast can attack from range with Sandstorm, which can hit multiple targets and has a chance to cause Blindness. You may want to eliminate the pit beast as soon as possible because of this. The battle begins with four antlions on the board and every turn more join in until their number reaches 10, the number you need to defeat. Keep a close eye on your health and eliminate these foes as they come at you.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Antlion	13-15	4 Random	Antlion	13-15
2 Random	Antlion	13-15	5 Random	Pit beast	13-15
3 Random	Antlion	13-15			

SQ051 WANTED: LANG BROS.

Put the Lang Brothers in their place!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	The Bisga Greenland, Jadewood	Graszton	300	20	Complete <i>Wanted: Gilmunto</i> , watch an event in Graszton, and read the notice "Lang Means Trouble"
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Lang Brothers!	Fair, Rain	N/A	6	Actions by nu mou	3380
REWARDS	AP	CP	CLAN TALENTS		
Leestone x6, Silk Bloom x2, Fine Wool x2	30	30	Teamwork +1, Adaptability +1		



Remember to leave your nu mou units behind for this quest.

You finally catch up to the Lang Brothers in Jadewood. The four brothers are definitely a menace to society; you find out they knifed nearly 30 people over a spilled drink! It's time for someone to put them in their place, and that someone is you. They have the typical level-appropriate skills for their jobs, so there shouldn't be any surprises for you here. One of their other abilities is to Provoke an enemy which causes your unit to go Berserk. This means you lose control of a unit for a small amount of time. Keep your units healed so you don't defeat any of your own units if this happens.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Lang Brothers	Thief	16	3	Lang Brothers	Archer	17
2	Lang Brothers	Block mage	17	4	Lang Brothers	Fighter	16

SQ052 WAYWARD DRAKE

Goud means to live life as a free drake. Take out his companions and recapture him!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
15	The Aldonna Range, Redclay Pass	Graszton	300	20	Complete <i>Wanted: Lang Bros.</i> and <i>Beetle in a Haystack</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Weaken Goud and defeat all foes!	Fair, Mist	N/A	6	Ice	1330
REWARDS	AP	CP	CLAN TALENTS		
Pointed Horn x2, Dark Stone x5, Dragon Bone x2	30	30	Teamwork +1, Adaptability +1		



Goud powers up with Dragon Force.

You find the missing drake, Goud, in Redclay Pass with some other drakes and a werewolf! Defeat all these creatures before concerning yourself with Goud. Send your warrior, or other armored melee class, down the path furthest right to take on one drake by itself to eliminate it. Send the moogles against the other drake and the rest of your team against the werewolf and Goud. Be sure to include healers in case the battle goes badly. Goud can use Dragon Force on himself or any of his allies to increase their powers, so be careful. Once Goud is brought down to critical hit points, you can capture him and receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Goud	Fire drake	15	3	Random	Thunder drake	14
2	Random	Werewolf	15	4	Random	Thunder drake	12

SQ053 FOR MY LOVE

Mmmmm Bat Tail cookies!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
16	Moorabella, Dyme Plateau	Moorabella	300	20	Complete <i>Mountain Watch</i> then watch event in Moorabella, also need Bat Tail x1
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Bat Tail.	N/A	N/A	1	N/A	2140
REWARDS	AP	CP	CLAN TALENTS		
Gurnat x3, Gimble Stalk x2	30	32	Negotiation +1		



Bat Tails are in high demand.

Head to Dyme Plateau where you deliver a Bat Tail, so it can be baked into a cookie. Once the two lovers eat the cookie, it is supposed to bind their souls together forever.

SQ054 KOMODO DEPARTURE

Protect the Komodo Trader from the Grasztan Seaways!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
16	The Bisga Greenlands, Caravan Trail	Grasztan	300	20	Complete <i>Wanted: Ugahr</i> and watch an event in Grasztan
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the Komodo Trader and defeat all foes!	Fair, Rain	1 Komodo Trader	6	Targeting on Area	2200
REWARDS	AP	CP	CLAN TALENTS		
Zodiac Ore x5, Cruzle Brass x3, Rabbit Tail x1	30	32	Negotiation +1		



Don't forget to grab this treasure off to the side.

When you arrive in this very mountainous area, you see the Grasztan Seaways demanding the right to buy potions from the Komodo Trader. Unfortunately, he drank them all and doesn't have any for sale. The Grasztan Seaways don't believe him and are threatening to take the potions by force. Don't allow them to defeat the Komodo Trader!

The Grasztan Seaways have the standard jobs you are used to seeing. The biggest obstacle you face here is a lack of healing. Be sure to have the Items ability equipped on your characters as you can't use your Cure or any other area effect spells. Make sure someone stays by the Trader to keep him healed as well.

Since the archer and the fusilier are on top of the mountain, they have enough range to reach most of the battlefield and can pepper your units with fire. Send quick melee units like your white monk and thief up to the top to take out these ranged units. Be sure to keep your units healed because the ground is littered with deadly traps, which can knock you out of the battle if you are caught while low on health.



ADVERSARIES

	NAME	JOB	LEVEL
1	Grasztan Seaways	Archer	11-13
2	Grasztan Seaways	Warrior	11-13
3	Grasztan Seaways	Warrior	11-13

	NAME	JOB	LEVEL
4	Grasztan Seaways	Archer	11-13
5	Grasztan Seaways	Fusilier	11-13

SQ055 THE LANDS OF LOAR

Hurry on your way to receive a new Wayfarer's Log!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
16	Baptiste Hill/The Bisga Greenlands/The Aldonna Range, Baptiste Hill/Vieg Northroad/Redclay	Grasztan	300	5	Complete <i>Pearls in the Deep</i> and <i>The Forests of Loar</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit all areas within the time frame.	N/A	N/A	N/A	N/A	1750
REWARDS	AP	CP	CLAN TALENTS		
Fire Stone x2, Mape Wood x1	30	32	Teamwork +1, Adaptability +1		



Getting that last stamp.

You must hurry to reach all three areas. After visiting the three areas and getting your stamps within the time frame, you receive the Wayfarer's Log, Brown as a reward!

SQ056 THE NEXT STEP

Deliver Mack's new medicine!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
16	Moorabella/Targ Wood, Moorabella/Wood Village	Moorabella	300	20	Complete <i>Mountain Watch</i> , watch the event in Moorabella, complete <i>The First Step</i> , and read the notice "Medicinal Marvel"
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the medicine.	N/A	N/A	1	N/A	1330
REWARDS	AP	CP	CLAN TALENTS		
Foul Liquid x3, Divariwood x3	30	32	Negotiation +1		



Mack needs your help.

You meet Mack again in Moorabella. He has developed a new medicine that someone needs in Targ Wood and he asks you to deliver it. Once you hand over the medicine, you receive your reward.

SQ057 WANTED: CARETAKER

Karm needs someone to help look out for his grandmother until he returns.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
16	Camoa, Camoa	Camoa	300	20	Complete <i>Seeking the Stone</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	1	N/A	4100

REWARDS	AP	CP	CLAN TALENTS
Clear Sap x3	30	32	Negotiation +1, Adaptability +1



This looks like a job for your white mage!

Watch over Karm's grandmother until he returns. Dispatching a white mage here will give you success in the quest, but your unit will be dispatched for seven days.

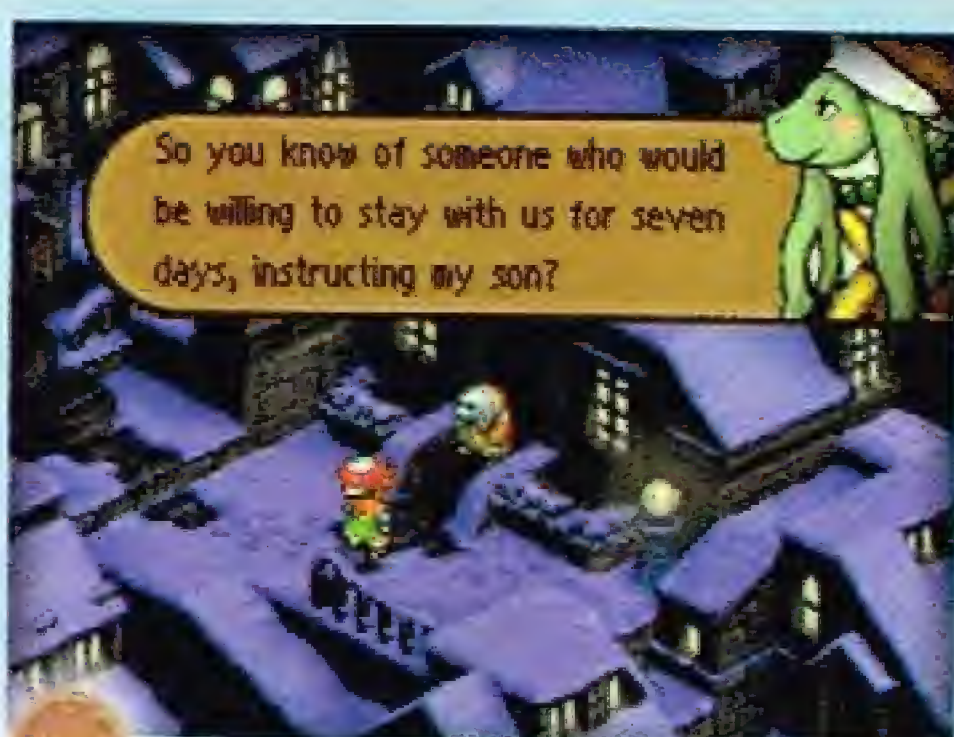
SQ058 WANTED: TUTOR!

Marianne needs a tutor.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
16	Moorabella, Moorabella	Moorabella	300	20	Complete <i>Rumors Abound</i> and also be in the month Goldsun

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	1	N/A	2520

REWARDS	AP	CP	CLAN TALENTS
Mysidia Alloy x3, White Thread x2	30	32	Negotiation +1, Adaptability +1



Marianne needs your help.

Marianne seeks a talented tutor for her son during the summer holidays to teach him for seven days. Be sure to dispatch a scholar here for guaranteed success.

SQ059 WANTED: WOODWORKER

Dispatch the right person to repair this roof!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	Moorabella, Moorabella	Moorabella	300	20	Complete <i>Mountain Watch</i> and watch the event in Moorabella

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	N/A	N/A	2520

REWARDS	AP	CP	CLAN TALENTS
Rose Branch x4, Quality Hide x3	30	32	Negotiation +1, Adaptability +1



Whichever unit you send must know how to swing a hammer!

Here you need to help repair a roof. Anyone with the ability to use hammers, like your green mage for instance, can complete the quest.

SQ060 ONE RED PHIAL

Help Aerning the Lazy with his trading game.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	Tramdine Fens, Protectors' Walk	Fluorgis	300	20	Complete <i>Grounded!</i> , ride in the airship, and have Adamantite x1

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Adamantite to Aerning.	N/A	N/A	1	N/A	300

REWARDS	AP	CP	CLAN TALENTS
Clear Sap x2, Silver Liquid x1	30	34	Negotiation +1



Aerning needs your Adamantite.

Aerning the Lazy wants to try a trading game where at the end he hopes to get a chocobo. Help him out by trading him your Adamantite for Silver Liquid.

SQ061 THE GENUINE ARTICLE

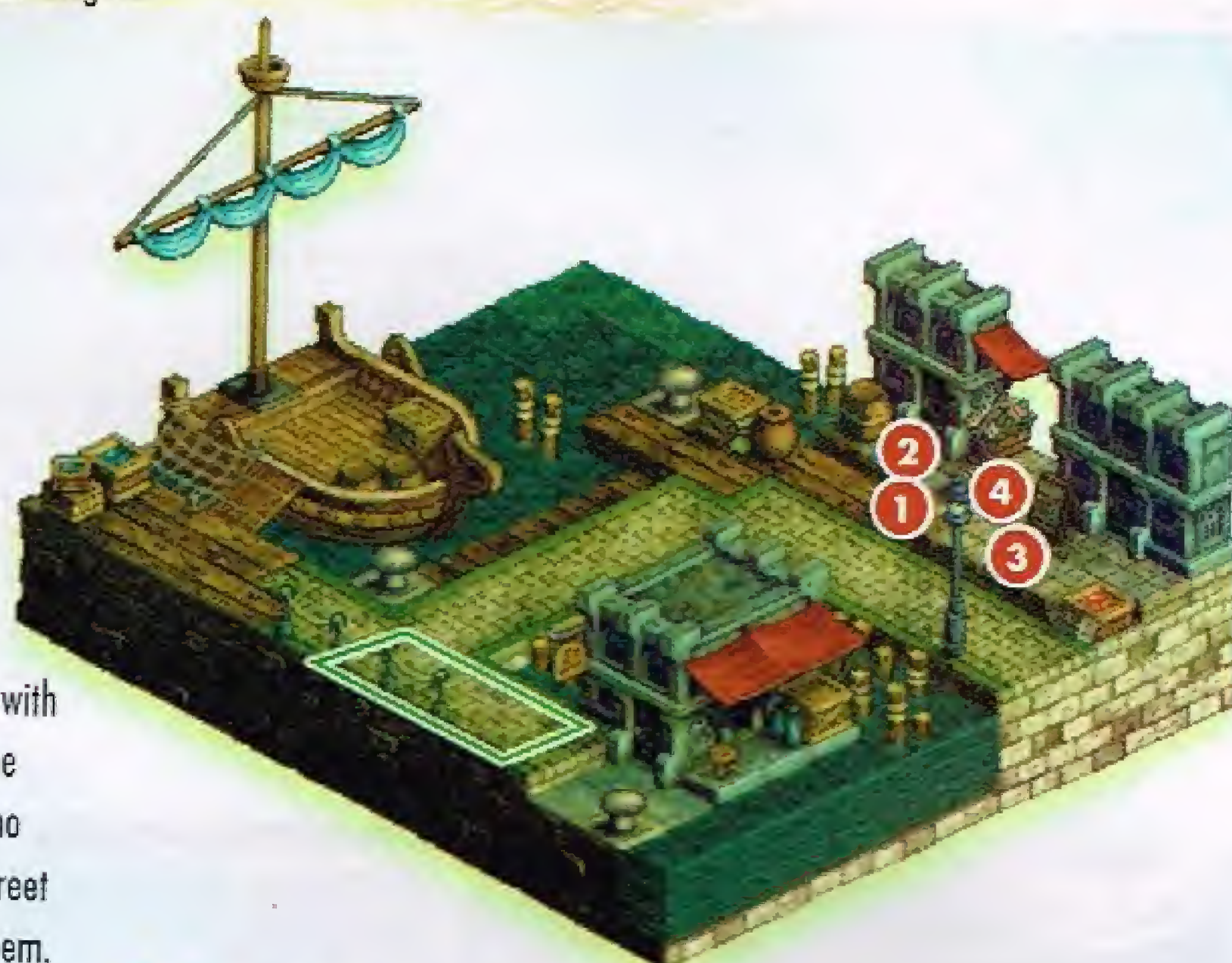
Galmia Pepe has hired you to look into a counterfeiting scam. The four thieves responsible aren't about give up without a fight!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	Graszton, Graszton	Moorabella	300	20	Complete <i>Now That's a Fire!</i> , participate in an auction, and be in the month Plumfrost
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Bufs	2170
REWARDS	AP	CP	CLAN TALENTS		
Moon Bloom x2	30	34	Teamwork +1, Adaptability +1		



Hold on to your gil!

The four thieves mainly try to steal your gil and assail your party with normal attacks. The only variants are the moogle thief who has the Moogle Lance ability, so he can attack at range, and the leader who can attack twice per turn. Send up your tough guys to block the street and take the hits while you use your ranged attackers to defeat them. Since thieves are fast, it also helps to have Counter on your melee troops up front. Once you defeat them you send them to Galmia Pepe to answer for their crimes.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Thief	18-21	3	Random	Thief	18-21
2	Random	Thief	18-21	4	Random	Thief	18-21

SQ062 THE GOUG CONSORTIUM

Oh no! The Gougmoog Workers have mistaken you for another clan. Prove to them that you aren't working for the Zedlei Consortium.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	Zedlei Forest, The Greenhall	Camoa	300	20	Complete <i>Now That's A Fire!</i> then participate in an auction
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Targeting all Units	2890
REWARDS	AP	CP	CLAN TALENTS		
Silver Liquid x2, fusilier job unlocked	30	34	Negotiation +1, Adaptability +1		



This fusilier has the perfect vantage point.

All the enemies in this quest are moogle fusiliers and have a very good terrain advantage on you. Fusiliers can be very annoying in that they can do decent ranged damage to you and have a lot of debuff shots that can hamper your units. Make sure you have a lot of range capability for this fight. One of the fusiliers is up on the mountain top and nearly impossible to reach, so concentrate on taking out its companions first. Once you have defeated them, the moogles realize their mistake and beg for your forgiveness. To appease you, they teach you the job fusilier.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Gougmoog Worker	Fusilier	18-21	3	Gougmoog Worker	Fusilier	18-21
2	Gougmoog Worker	Fusilier	18-21	3	Gougmoog Worker	Fusilier	18-21
2	Gougmoog Worker	Fusilier	18-21	3	Gougmoog Worker	Fusilier	18-21

SQ063 THE SHOW'S NOT OVER...

Help this songstress get the relief she needs!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	Fluorgis, Fluorgis Aerodrome	Fluorgis	300	20	Complete <i>Grounded!</i> , ride in the airship, and must have a Sweet Sap
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Sweet Sap to Teis.	N/A	N/A	1	N/A	2240
REWARDS	AP	CP	CLAN TALENTS		
Body Ceffyl x2	30	34	Aptitude +1, Teamwork +1, Adaptability +1		



Sweet Sap is just what she needs.

A songstress has come down with a terrible sore throat and requires some Sweet Sap to soothe the pain so she can perform. You can collect Sweet Sap by completing The Bangaa Brotherhood. Once you deliver this to her, you receive your reward.

SQ064 TO WHOM GODS BOW

Learn about the scions!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	The Aldanna Range, Lezafor's Cottage	Camoa	300	20	Complete <i>Wanted: Sky Pirate Vaan</i> , watch an event in Grashton, also complete <i>An Unfamiliar Land</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Learn about the scions	N/A	N/A	1	N/A	5040
REWARDS			AP	CP	CLAN TALENTS
Lightwing Crystal x3			30	34	Negotiation +1



Pick Lezafor's vast brain.

Head to Lezafor's Cottage and learn about the scions from the otherworld.

SQ065 WANTED: BIG EYES

After reading the notice "The Hills Are Alive" you also realize they have eyes. Big eyes, to be exact!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
17	The Aldanna Range, Whitesnow Pass	Grashton	300	20	Complete <i>Now That's A Fire!</i> , participate in an auction, and read the notice "The Hills Are Alive"
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Big Eyes!	Fair, Mist	N/A	6	Knockback	2940
REWARDS			AP	CP	CLAN TALENTS
Prime Tanned Hide x1, Wyrn Carapace x1			30	34	Teamwork +1, Adaptability +1



Watch out for these big eyes!

If you have an archer on your team at this point you may want to switch this unit to a different job, or leave this unit behind. An archer won't be able to hurt any of these enemies, although an archer's debuff shots still work.

The bloody orbs and big eyes can move anywhere and around anyone since they can fly, so be aware that you can't block them from getting to your weaker units. Also, don't bunch up in a small space because bloody orbs use an area effect called *Supersonic Wave* that does minimal damage but can put Silence on your units. Big eyes are dangerous because they can Charm you with their *Bewitching Gaze* ability. None of these enemies has very good defense, so an all-out assault on them with your melee units works well. Use your sage's *Water* ability to inflict significant damage on these pesky foes as well.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Big eye	19-22	3	Random	Bloody orb	18-20
2	Random	Big eye	19-22	3	Random	Bloody orb	18-20
3	Random	Bloody orb	18-20				

SQ066 BONGA BUGLE — SILVERSUN

The Head Editor needs your help to report on a haunted locale called Shadeholme.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Grasston, Grasston	Moorabella	300	8	Complete <i>Wanted: Ugohr</i> , watch the event in Grasston, then read the notice "The Bonga Bugle." Must be during the month of Silversun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defend the Head Editor and defeat all foes!	Fair, Rain	1 Head Editor	6	Copycat	3030

REWARDS	AP	CP	CLAN TALENTS
Trusty Frying Pan x4, Turtle Shell x2, Dipraau Bronze x7	30	36	Teamwork +1, Adaptability +1



Deploy to protect the Head Editor!

Once you arrive, you see ghosts and deathscythes behind the Head Editor. Once you tell him to turn around, he screeches and begins hiding behind your ranks! This battle can be very hard if you're not properly prepared. Make sure you either have the Item ability set on your characters or have the white monk's Exorcism or white mage job skills equipped. Once you defeat a ghost or deathscythe, it turns into a tombstone. When you see a tombstone, use the white monk's Exorcism, a Phoenix Down, or the white mage's Raise ability on it. If you don't, on its next turn it rises again with full health. You don't want that to happen!

As time goes on, more and more ghosts come. The only way to win this fight is for all undead currently on the map to be either completely destroyed or in tombstone status. The Cura spell, Hi-potion, and X-potion do tremendous damage to the undead, so use your entire arsenal to quickly eliminate them before reinforcements arrive. Also take time to get the treasure here. Faerie Shoes are in one of the chests and they allow you to move by teleporting. Very useful for getting behind enemy lines or around anything!

Beware, these undead will close with you, and cast Dark and Darkra on themselves and you, doing area effect damage and healing themselves at the same time, since they absorb darkness.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ghost	17-20	4	Random	Deathscythe	17-20
2	Random	Ghost	17-20	5	Random	Deathscythe	17-20
3	Random	Ghost	17-20				

SQ067 CAKE: THE INGREDIENTS

Every recipe requires the correct ingredients.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Fluorgis, Cannol Keep	Fluorgis	300	20	Complete <i>Making Music</i> , watch the event in Moorabella, complete <i>Cake: The Recipe</i> , and have Hedychium x1

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Hedychium.	N/A	N/A	1	N/A	2240

REWARDS	AP	CP	CLAN TALENTS
Goldcap x4	30	36	Negotiation +1



Deliver the Hedychium.

Make a trip to Cannol Keep and deliver one Hedychium to help a young woman finish a carrot cake she is making for her father. Once you hand it over, you receive your reward.

SQ068 RUDE AWAKENING

Seek help from the Witch of the Fens.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Tramdine Fens, Waterside Hut	Fluorgis	300	20	Complete <i>Rumors Abound</i> , also have Malboro Vine x1 and Foul Liquid x1 in inventory

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Malboro Vine and Foul Liquid to the Witch of the Fens. Deliver the Putrid Liquid to Geldran.	N/A	N/A	1	N/A	2350

REWARDS	AP	CP	CLAN TALENTS
N/A	30	36	Negotiation +1, Adaptability +1



The Witch of the Fens.

You need to deliver the ingredients to make malboro draught in order to help an oversleeping student make it to class on time from now on. First, go to the Waterside Hut in the Tramdine Fens to have the Witch of the Fens brew the special draught. After receiving it, head back to Cannol Keep and deliver it to Geldran.

SQ069 THE MOON SEAL 1

You arrive in the Dias Plains at night and a nu mou asks you to use the Moon Seal on the Stone with No Name.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Comoa, Dias Plains	Graszton	300	20	Complete <i>Wanted: Gilmunto</i> and watch an event in Graszton to complete The Star Seal
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
N/A	Fair, Rain	N/A	6	Lightning	N/A
REWARDS	AP	CP	CLAN TALENTS		
N/A	N/A	N/A	N/A		



The Stone is well guarded.

There are three guardians trying to stop you! Two floating eyes and a baknamy are guarding the Stone. Floating eyes can move right over your troops and attack you from just about wherever they want, plus they can Silence you with Supersonic attack. If they get low on health, they perform a move called Death Dive, which causes massive damage to you but kills them. Once you defeat all three guardians, examine the stone and get teleported to another area just like when you used the Star Seal!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Floating eye	14	3	Random	Baknamy	15
2	Random	Floating eye	15				

SQ070 THE MOON SEAL 2

This land is guarded by some pretty tough foes, including a lamashtu and two werewolves!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Comoa, Tulque Grove	N/A	N/A	N/A	Use the Moon Seal on the Stone with No Name
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Bludgeoning Weapons	1160
REWARDS	AP	CP	CLAN TALENTS		
Xergis Tin x2	30	36	Aptitude +1, Teamwork +1		



Beware the lamashtu!

The lamashtu has an annoying Poisonous Frog ability that turns one of your team into a frog! Werewolves have a high damage attack now called Assault. The other adversaries you've faced before. Try to take out the lamashtu first since it has a very strong melee attack and can take out one of your party with just one spell. After she is down, get rid of the troublesome liliths because they may attempt to charm any male characters you have. You can pretty much ignore the baknamy until the end, since it is the weakest.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Baknamy	15	3	Random	Lilith	14
2	Random	Werewolf	16	3	Random	Lilith	15
2	Random	Werewolf	15	4	Random	Lamashtu	14

SQ071 THE SEAS OF ORDALIA

The Wayfarer's Expedition is underway!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Aisenfield/Tramdine Fens/Sant D'alsa Bluff, The Ligress Headland/Protector's Walk/Seagull Rise	Fluorgis	300	6	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Grasston, also complete <i>The Towns of Loar</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit the three locations	N/A	N/A	N/A	N/A	1750
REWARDS	AP	CP	CLAN TALENTS		
Earth Sigil x1	30	36	Teamwork +1, Adaptability +1		



Don't forget your stamps!

You must visit the three locations and receive a stamp at each one. The best way to do this is to go to Aisenfield, then Tramdine Fens, and lastly, visit Sant D'alsa Bluff. Once you do this, you receive a Wayfarer's Log, Blue.

SQ072 THE ULTIMATE BOOK

Lezaforde seems to know everything!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	The Aldanna Range, Lezaforde's Cottage	Moorabella	300	20	Complete <i>The Dig</i> and <i>Books of Magick</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Learn about the Ultimate Book of Magick	N/A	N/A	1	N/A	5990
REWARDS	AP	CP	CLAN TALENTS		
Cockatrice Skin x1	30	36	Negotiation +1		



Lezaforde imparts some of his knowledge to you.

You need to learn all you can about the legendary Ultimate Book of Magick and only one person has that kind of knowledge. Head to Lezaforde's Cottage to get the information.

SQ073 THE WAY OF THE TIMID

When you finally catch up to Dayvis in the Larva Den, he's apparently laid a trap for you!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	The Galleria Deep, Larva Den	Camoa	300	20	Complete <i>Now That's a Fire!</i> , participate in an auction, then complete <i>What Was Lost</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	None	6	Targeting Self	3330
REWARDS	AP	CP	CLAN TALENTS		
Spider Silk x1, Cod Scale x1	30	36	Teamwork +1		



Dayvis and his group.

You inadvertently helped Dayvis steal the sword during your other quest, *The Way of the Meek*. Now it's up to you to make things right! You must also make sure Dayvis does not activate the sword since its instability means it's extremely dangerous to everyone. You are facing normal job types, but also make sure to grab the treasures in here before defeating everyone. Where the enemy starts there is a hidden treasure and it has an Angel Ring. Make sure you grab this before defeating your last foe. Once you defeat everyone, you return the sword to Margot before the magicks run wild.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Dayvis	Thief	21	4 Random	Archer	19-22
2 Random	Berserker	19-22	5 Random	Warrior	19-22
3 Random	Soldier	19-22	6 Random	White monk	19-22

SQ074 TREASURED TOMES

Otach needs your help to get the books he needs.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Aisenfield, The Field of the Fallen	Fluorgis	300	20	Complete <i>Rumors Abound</i> , also must have Urutan Annals x1 and The Arnath Glyphs x1 in inventory

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver Urutan Annals and the Arnath Glyphs to Otach	N/A	N/A	1	N/A	2350
REWARDS	AP	CP	CLAN TALENTS		
Quince x4, Scholar job unlocked	30	36	Negotiation +1		



Help Otach complete his collection.

Bring Otach the scholar the Urutan Annals and the Arnath Glyphs to help him round out his collection. These books must be unlocked in the Bazaar and then bought. After you hand him the books, he teaches you how to be a scholar.

SQ075 WANTED: HATCHERY WORKER

The Rancher needs some help with his herd!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Targ Wood, Muskmallow Field	Wood Village	300	20	Complete <i>Rumors Abound</i> and <i>Rancher's Request - Green</i> . Be in the month of Greenfire.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	N/A	N/A	2560
REWARDS	AP	CP	CLAN TALENTS		
Platinum x1	30	36	Negotiation +1, Adaptability +1		

Dispatch a beastmaster or a chocobo knight who is not currently riding a chocobo. After 15 days, they return and you receive your reward.

SQ076 WANTED: MARKSMAN

Help test out the new gun.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
18	Kihili Sands, The Ochre Wasteland	Fluorgis	300	20	Complete <i>Making Music</i> , then watch an event in Moorabella

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	1	N/A	3630
REWARDS	AP	CP	CLAN TALENTS		
Wyvern Fang x4	30	36	Negotiation +1, Adaptability +1		



Test out the gun, kupo!

You need to dispatch a fusilier here to test out a new gun being developed by the Consortium. Your fusilier is gone for five days on this quest.

SQ077 A CHILL IN THE NIGHT

Monsters are plaguing the land night after night.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Fluorgis, Cannal keep	Fluorgis	300	20	Complete <i>Seeking the Stone</i> and <i>Under the Weather</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
N/A	N/A	N/A	1	N/A	5080
REWARDS	AP	CP	CLAN TALENTS		
Windslicer Pinion x1	30	38	Negotiation +1, Adaptability +1		



The menace.

Tod Hapwell wants you to drive the monsters away. You find it's only the confused zombie that goes by the name Lotice. You speak to her and she agrees to leave. She also asks you to speak to a certain knight if you ever come across him.

SQ078 A STEP FURTHER

Mack has been betrayed by his friends! Protect him from his onetime traveling companions who are out to collect the bounty.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Targ Wood, Traveler's Way	Moorabella	300	20	Complete <i>Making Music</i> , then watch the event in Moorabella, also complete <i>The Next Step</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect your charge and defeat all foes.	Fair, Rain	1 Mack	5	Solitude	4690
REWARDS	AP	CP	CLAN TALENTS		
Prime Tanned Hide x6	30	38	Teamwork +1		



The master monk Mack.

First, you want to take out or disable the three very powerful area effect units, the black mage, arcanist, and the seer. If these troops are left to cast spells, you take too much damage to be healed effectively. Be sure to make two of your units healing jobs to help manage this damage. Use an elemental to Disable or Silence these casters. Once those enemies are gone, it's much easier to take on the rest. The Judge's law requires you to be near someone at all times, so watch your health, and Mack's, because this makes you a perfect target for area effect spells.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Seer	25-386	4	Random	Arcanist	25-36
2	Random	Black mage	25-36	5	Random	Scholar	25-36
3	Random	Time mage	25-36	6	Random	Green mage	25-36

SQ079 AIRSHIP S.O.S.!

An airship has been hijacked! Defeat the hijackers and rescue the hostages at Moorabella Aerodrome.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Moorabella, Moorabella Aerodrome	Moorabella	300	20	Complete <i>Making Music</i> , then watch the event in Moorabella
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Being Robbed	2960
REWARDS	AP	CP	CLAN TALENTS		
Gurnat x2, Strange Liquid x4	30	38	Teamwork +1, Adaptability +1		



Teach these hijackers a lesson.

When you arrive, you face three thieves and two soldiers. The Judge's law for this quest forbids you from being robbed. Have the units on your team who have learned the Safeguard ability form the front line fighting the thieves because they constantly try to steal from you. The thieves should also be your highest priority to defeat. Use your abilities that disable their actions and hit them with ranged attacks. They have very little HP and should drop quickly. The soldiers here may try to use Provoke on you to turn your character berserk so you lose control of him or her. Use abilities to lower the soldiers' speed and armor, like raptor's Power Crush and Speed Crush. Once they are all defeated, you receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Goto	Thief	14-26	3	Random	Thief	14-23
2	Random	Soldier	14-23				

SQ080 AN EARNEST MULTITUDE

It looks like Marnot is in trouble again with the ladies. See what you can do to help him out!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Targ Wood/Moorabella/ Fluorgis, Muskmallow Field/ Moorabella/Diegnof Fortress	Targ Wood	300	6	Complete <i>Seeking the Stone</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Meet with the women Marnot is corresponding with.	N/A	N/A	1	N/A	2540
REWARDS	AP	CP	CLAN TALENTS		
Hero Tonic x1	30	38	Negotiation +1, Teamwork +1		



She wants a song!

Marnot has too many people to visit at once. Help him out by taking his place and speaking to three of them.

SQ081 BONGA BUGLE — BLACKFROST The Head Editor needs your help in taking a survey for this Bonga Bugle.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Moorabella, Moorabella	Moorabella	300	8	Complete <i>Mountain</i> , watch an event in Moorabella, read notice "The Bonga Bugle," then be in the month of Blackfrost

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Survey New Year's resolutions.	Fair, Snow	Head Editor and 6 others	Luso + 4	Attack	8750

REWARDS	AP	CP	CLAN TALENTS
Adamant Alloy x3, Hedychium x1	30	38	Negotiation +1, Teamwork +1, Adaptability +1



Time to knock on doors!

Go to people's doors and inquire about their New Year's Resolutions, also talk to people out in the town. Once you've gathered all the info, return to the Head Editor and tell him which was the most popular. The answer "Keeping Healthy" is the correct choice.



SQ082 CAMOA CUP

Get ready to compete in the famous Camoa Cup!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Camo, Camoa	Camo	300	10	Complete <i>The Yellow Wings</i> , then watch the event in Camoa. Lastly, be in the month of Silversun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all the foes in the entry bout.	Fair, Rain	N/A	6	Using MP	2400

REWARDS	AP	CP	CLAN TALENTS
Gigas Pendant	30	38	Teamwork +1, Adaptability +1



The first bout.

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Kidd	Thief	6-33
2	Yellow Wings	Black mage	4-31
3	Yellow Wings	Archer	4-31
4	Yellow Wings	White monk	4-32
5	Yellow Wings	Animist	5-31

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Random	Black mage	6-33
2	Random	Black mage	4-31
3	Random	Black mage	4-32
4	Random	Time mage	5-32
5	Random	Green mage	4-31

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	Camo Braves	Thief	5-31
2	Camo Braves	Thief	4-31
3	Camo Braves	Black mage	4-31
4	Camo Braves	Warrior	6-33
5	Camo Braves	White monk	4-32



SQ083 FOODSTUFFS: AROMA

The Iron Stomachs need more ingredients!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Zedlei Forest, Zedlei Forest	Graszton	300	20	Complete <i>Wanted: Gilmunta</i> , watch an event in Graszton, then complete <i>Foodstuffs: Texture</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Procure the requested ingredients.	Fair, Rain	N/A	6	Knockback	2800
REWARDS			AP	CP	CLAN TALENTS
Crusader Tonic x2, Wolfwood x3, Kempas x2			30	38	Adaptability +1



Bad breath.

Kill four malboros for the ingredients needed to make the food required by the Iron Stomach guild. This fight is tougher than usual due to that fact that the alraune constantly Silences and Blinds you and the malboro has a breath attack that hits in a cone in front of it that can give you Poison, Silence, and Blind effects. Make sure to have your white mage handy and focus solely on killing the malboros, since no matter how many of the deadly nightshades and alraunes you defeat, more will fill their ranks. Be sure to only kill four of the malboros. While the other creatures are fair game, if you kill more than four of the malboros, you fail. After getting the malboros you need, you can clean up some of the other creatures for added experience and loot, then just talk to the Iron Stomach apprentice and tell him you have what he needs.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Alraune	10-19	4	Random	Deadly nightshade	10-19
2	Random	Alraune	10-19	5	Random	Malboro	12-21
3	Random	Deadly nightshade	12-21				

SQ084 INSTRUMENT OF INSPIRATION

Mayhew of Prima Donna has lost her concertina, and she needs your help getting it back!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Moorbello, The Snowdust	Graszton	300	20	Complete <i>Pearls in the Deep</i> , then watch an event in Graszton, then read notice "Prima Donna"
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Help Mayhew find her concertina!	Fair, Snow	1 Devotee 2 Devotee Jr. 3 Mayhew	4	Copycat	23530
REWARDS			AP	CP	CLAN TALENTS
Hedychium Pollen x4, Leucojum x3, Raptor job unlocked			30	38	Aptitude +2, Adaptability +1



Searching for the lost concertina.

Mayhew can't write songs without her concertina. She thinks she may have lost it in the snow on her way to go shopping. She brought a few devotees with her but they were no help. Defeat the monsters in your path to the shiny spots on the ground. One of them will have the missing concertina. Make sure to use fire attacks or weapons here as it will do increased damage to the ice drakes. Also, be careful when attacking so you don't use the same attacks as your team members before you or you'll break the Judge's law. Once you find the concertina for her, the battle is over regardless of whether all enemies are dead. For a reward, she teaches you how to become a raptor.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ice drake	15-23	3	Random	Bloody orb	13-20
2	Random	Ice drake	17-25	4	Random	Lamia	14-23

SQ085 THE BANGAA BROTHERHOOD

Help the Bangaa Brotherhood fix their cannon.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	The Bisga Greenlands, Vieg Northroad	Comoa	300	20	Complete <i>Pearls in the Deep</i> , then watch the event in Grasztan, also have a Fire Stone x1 and Zinconium x1

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Fire Stone and Zinconium to Mecedad.	N/A	N/A	1	N/A	2020

REWARDS	AP	CP	CLAN TALENTS
Sweet Sap x5, Rat Pelt x1, Cannoneer job unlocked	30	38	Negotiation +1



Meeting with the Bangaa Brotherhood.

You bring the fire stone and zinconium to Mecedad, the leader of the Bangaa Brotherhood, and ask him what he's going to use it for. He tells you his cannon stopped working and this will fix it. When you tell him what an awesome job it must be to stand back and shoot stuff, he teaches you how to become a cannoneer!

SQ086 THE WONDERS OF ORDALIA

Visit all the wonders of Ordalia!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	Nazan Mines, Gorday Mine	Goug	300	8	Complete <i>A Request</i> and the following battle, and <i>The Seas of Ordalia</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit the designated areas.	N/A	N/A	N/A	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Cockatrice Skin x1	30	38	Teamwork +1, Adaptability +1

Visit all of the areas in the allotted time and don't be afraid to dispatch clanmates to meet the deadline.

SQ087 WANTED: THE MIRAGE BUNNY

Track down the Mirage Bunny in the Galerria Deep!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
19	The Galerria Deep, The Galerria Deep	Comoa	300	20	Complete <i>Pearls in the Deep</i> , then watch the event in Grasztan, also read the notice "Wielders of the Cannon"

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Mirage Bunny!	Fair	N/A	6	Instrument and Books	5710

REWARDS	AP	CP	CLAN TALENTS
Pagoda Wood x5	30	38	Aptitude +1, Teamwork +1, Adaptability +1



Don't trust it!

You finally track down the mirage bunny in The Galerria Deep. It's inside the cave, but it isn't alone; a bunch of monsters accompany it! This fight only requires you to defeat the mirage bunny for victory and it is weak to fire. Defeat the creatures that are close to you if necessary, but make good use of your fusilier's Fire Shot ability, your elemental's Fire Whip ability, and your black mages Fire ability and the mirage bunny will be defeated. If you do decide to fight the other enemies first, know that they will keep arriving until the mirage bunny is defeated.

ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	The Mirage Bunny	Hoppy bunny	17-25	4	Random	Red marshmallow	14-23
2	Random	Fire drake	15-23	5	Random	Yellow jelly	14-23
3	Random	Thunder drake	13-20	6	Random	Headless	16-24

SQ088 A LASTING PEACE

Travel to Moorabella Aerodrome.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
20	Moorabella, Moorabella Aerodrome	Moorabella	300	20	Save game clear data, then complete <i>The Ritual</i> and <i>One Last Memory</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit the Moorabella Aerodrome.	N/A	N/A	N/A	N/A	7000

REWARDS	AP	CP	CLAN TALENTS
Mythril x1, Ring of Precepts x1	30	40	Negotiation +1

Travel to the Moorabella Aerodrome to receive your reward.

SQ089 DROWSY DRAUGHT

Deliver the draught to Geldran.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
20	Tramdine Fens, Waterside Hut	Fluorgis	300	20	Complete <i>Sleepless Nights</i> and <i>Rude Awakening</i> . Must have Succulent Fruit x1 and Sweet Sap x1 in inventory.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Succulent Fruit and Sweet Sap to the Witch of the Fens. Deliver the Clear Sap to Geldran.	N/A	N/A	1	N/A	2580

REWARDS	AP	CP	CLAN TALENTS
N/A	30	40	Negotiation +1, Adaptability +1



Before I get to that, I'm going to take a sip of this draught and enjoy a blissful night—and morning—of sleep!

At last Geldran can get some sleep.

Deliver the ingredients to the Witch of the Fens so she can make a prim draught, then take the Clear Sap to Diegnat Fortress and deliver it to the student so he can finally get some rest.

SQ090 KOMODO SEARCH

The Komodo Trader is in trouble!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
20	The Galerria Deep, Windwrit Tundra	Camoa	300	20	Complete <i>Now That's A Fire!</i> and participate in the auction. Also complete <i>Komodo Departure</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Gather all potions.	Fair, Snow	1 Komodo Trader	6	Restoring HP	3660

REWARDS	AP	CP	CLAN TALENTS
Silk Thread x2	30	40	Aptitude +1, Adaptability +1



H-H-Hands...r-r-freezing.
M-M-Mouth...s-s-stuttering.
Th-Th-This is the end!

Help him find his potions!

As your travels take you to The Galerria Deep and you make your way to Windwrit Tundra, you come across the Komodo Trader and it looks like he's going to either freeze to death soon or be eaten by monsters. Possibly both. Lucky for him you got here in the nick of time. Before you can leave, you need to find all his lost potions, the sparkling things on ground, which means defeating a lot of creatures. Namely ice drakes and a wendigo! Make good use of your dragoon's Jump ability here, since it can usually finish the ice flans in one shot, if it hits. Another great ability to use is the elementalists' Boulder Crush. It has a decent chance to immobilize targets to keep them out of combat and does good damage. Beware the ice flan's Acid ability as it can turn you to stone. Use the Esuna ability or a Gold Needle to cure units turned to stone.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ice drake	14-23	3	Random	Ice flan	11-20
2	Random	Ice drake	12-21	4	Random	Wendigo	16-21

SQ091 THE WONDERS OF LOAR

Check out all the wonders of Loar!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
20	Baptiste Hill, Flutegrass Bluff	Moorabella	300	16	Complete <i>Through Another's Eyes</i> and <i>The Wonders of Ordalia</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit the designated areas in the time allotted.	N/A	N/A	N/A	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Wyrmtwig x1, Wayfarer's Log	30	40	Teamwork +1, Adaptability +1

Visit all of the designated areas in the time allowed, dispatching units as needed to reach all the destinations.

SQ092 SHAVED ICE

Matieu's daughter is sick. See what you can do to comfort her.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
20	Fluorgis, Fluorgis	Fluorgis	300	20	Complete <i>Grounded!</i> , ride the airship, also must have Ice Stone.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver an Ice Stone to Matieu.	N/A	N/A	1	N/A	2240

REWARDS	AP	CP	CLAN TALENTS
Storm Sigil x2, Body Ceffyl x2	30	40	Negotiation +1



But shaved ice made with an ice stone—there's nothing better in all the world!

Shaved ice from an Ice Stone is the best!

Bring an Ice Stone to Matieu so his sick daughter can eat some shaved ice. Once you deliver it to him, you receive your reward.

SQ093 RANCHER'S REQUEST - YELLOW

Yew needs a yellow chocobo.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	Targ Wood, Targ Wood	Moorabella	400	20	Complete <i>Mountain Watch</i> , then Watch the event in Moorabella

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver a yellow chocobo to Yew!	N/A	N/A	1	N/A	180

REWARDS	AP	CP	CLAN TALENTS
Spiral Vine x3, Kempas x3	30	43	Adaptability +1



Yew is astonished!

Be sure to have captured a yellow chocobo with your chocobo knight before accepting this quest. Once you arrive, deploy your chocobo knight on his mount and you hand it over to Yew. He is quite happy with it even though it's a bit skittish. Remember you now need to find another chocobo for your chocobo knight.

SQ094 SEEDING THE HARVEST

Help T.K. Corral protect their harvest of flowers from monsters attracted by their scent.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	Camoo, Tulque Grove	Camoo	400	20	Complete <i>Wanted: Gilmunto</i> , then watch the event in Grasztan, also must be in the month Coppersun and complete <i>The Moon Seal</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat 10 foes!	Fair, Rain	N/A	6	Knockback	9240

REWARDS	AP	CP	CLAN TALENTS
Tiny Mushrooms x2	30	42	Teamwork +1, Adaptability +1



SSSweet... FFFlowers...

This battle starts off with only four enemies on the map, but more start appearing every round. Be sure to take out the hoppy bunny early as it will just run around and Haste all the creatures, and you don't want that! After disposing of the hoppy bunny, take down the malboro since it can cause massive debuffs on your characters. Beware the lamia as it has an area effect damage ability called Twister. Take it down, followed by the chocobo since it can heal itself, and anyone nearby, and the rest are easily defeated. Make good use of your elementalists' Fire Whip ability here, which has a chance of disabling monsters' special abilities. Once you defeat 10 monsters, you are victorious and receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Pit beast	11-72
2	Random	Hoppy bunny	10-70
3	Random	Malboro	10-73
4	Random	Lamia	11-74

SQ095 THE ROOT OF THE PROBLEM

You've found the hideout for the people behind making De'vine Ribbons; it's time to bring them to justice!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	The Galleria Deep Sealed Reach	Moorabella	400	20	Complete <i>Pearls in the Deep</i> , then watch an event in Grasztan, and complete <i>A Genuine Article</i> .

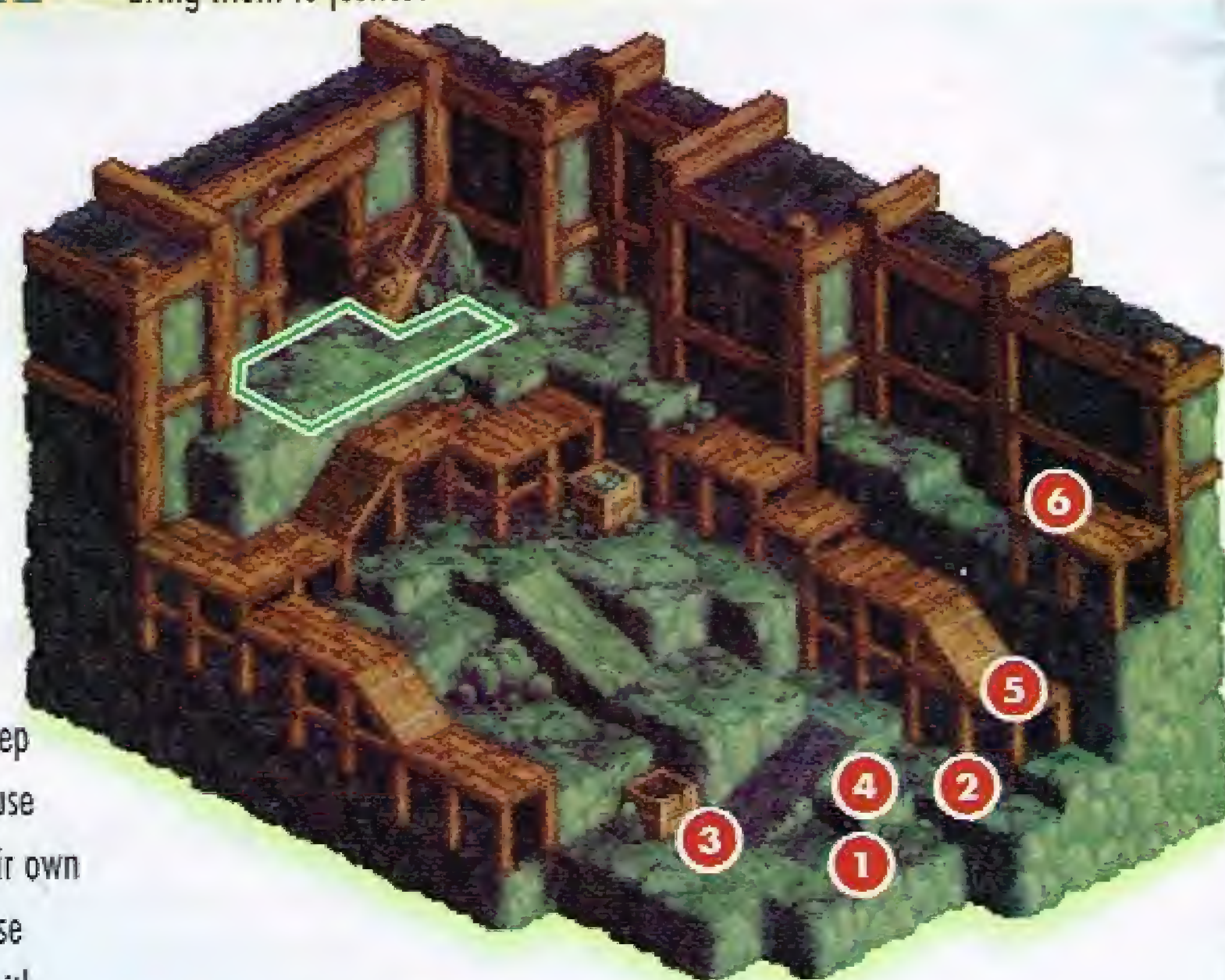
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	>100 Damage	2980

REWARDS	AP	CP	CLAN TALENTS
Black Thread x2, Battleryrm Coropace x5	30	42	Teamwork +1



Use the height to your advantage.

You start out on the high ground in this fight and it's best to try to keep it. The enemy leader, a ninja, has the Fire Veil ability, which can confuse your teammates and have them attack random people, including their own allies. All the enemies you fight here have a high evade chance, so use the Agility Up privilege to help counter that. Also take a time mage with you to help your team act more quickly. Send your melee units down one level to hold off the enemy while you leave your ranged teammates up where you start to have maximum effectiveness and range. Once you defeat all of the enemies, you receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Thief	17-23	4	Random	Ninja	17-25
2	Random	Thief	17-25	5	Random	White monk	17-23
3	Random	Fighter	17-23	6	Random	Viking	17-24

SQ096 THE WHITE OF ITS EYE

Protect Chari from its brethren.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	The Rupie Mountains, Watch of the Mountain Gods	Graszton	400	20	Complete <i>Pearls in the Deep</i> and <i>Wayward Drake</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Chari and defeat all foes!	Fair, Snow	1 Chari	6	Fire, Ice, Lightning	4920
REWARDS	AP	CP	CLAN TALENTS		
Crusite Alloy x2	30	42	Teamwork +1, Adaptability +1		



Chari is surrounded!

When you reach Watch of the Mountain Gods, you see a white floating eye named Chari. This poor pet ran off and now it's in trouble! You need to protect it from the other floating eyes and keep it healed if its HP gets low. Your elementalists can be devastating against floating eyes since they are weak to earth attacks. Use Boulder Crush to pulverize and immobilize them. Chari also does some decent damage and helps out quite a bit. Once they are all dead and Chari is safe, you receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Floating eye	15-24	3 Random	Floating eye	15-24
2 Random	Floating eye	15-23			

SQ097 WANTED: FLORA

You track Flora down to Flutegrass Bluff where she is surrounded by her leafy friends. She claims she was only trying to protect nature from those that would do her harm.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	Baptiste Hill, Flutegrass Bluff	Moorabella	400	20	Complete <i>Mountain Watch</i> , then watch an event in Moorabella.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Flora!	Fair, Rain	N/A	6	>50 Damage	4010
REWARDS	AP	CP	CLAN TALENTS		
Rabbit Tail x4, Screamroot x1	30	42	Teamwork +1		



Flora and Friends.

It is up to you to defeat Flora and bring her to justice. This battle is tricky if you want the law bonus because you aren't allowed to deal over 50 points of damage. Flora isn't very tough and if you defeat her, you win this battle regardless of whether or not you've defeated her allies. Her spells do decent damage and you can't box her in because she can fly. Also, Life's Embrace can immobilize you, so be prepared to Cleanse it. If you do decide to take out her allies, defeat the great malboro first since he has buffs and regens he can cast on his allies with Malboro Song.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Flora	Geomancer	18-25	4 Random	Malboro	16-22
2 Random	Deadly nightshade	18-25	5 Random	Great malboro	17-24
3 Random	Malboro	17-23			

SQ098 THE FORGOTTEN PLACES

Take a tour of these exciting locales!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
21	The Galleria Deep, Larva Den	Goug	400	13	Complete <i>Pirate Problems</i> and <i>The Wonders of Loar</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit all the locations in the allotted time.	N/A	N/A	N/A	N/A	1750
REWARDS	AP	CP	CLAN TALENTS		
Mind Ceftyl x1, Wayfarer's Log	30	42	Teamwork +1, Adaptability +1		

Travel to the Galleria Deep, Larva Den, Nazan Mines, the Skystone Lode, the Ruins of Delgantua, Hall of Blessings, the Neslowe Passage, and Neslowe Peak.

SQ099 BONGA BUGLE — ASHLEAF

It's the month of Ashleaf and it's once again time to help out the Head Editor of the Bonga Bugle.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Camoa, Camoa	Graszton	N/A	N/A	Complete <i>Pearls in the Deep</i> , watch the event in Graszton, then read the notice "The Bonga Bugle" and be in the month of Ashleaf.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Help the Bonga Bugle get its scoop!	Fair, Rain	1 Galmia P.R. 2 Head Editor	6	Ranged Weapons	3890

REWARDS	AP	CP	CLAN TALENTS
Zinconium x2, Cloudy Sap x2	30	44	Negotiation +2, Teamwork +1



The integrity of the Bonga Bugle is at stake.

This time you need to help the Bonga Bugle get the scoop from Galmia P.R., but the Jylland Free Press are here and they mean business. After insulting the Head Editor they attack you. When fighting the Jylland Press, be sure to take out their time mage first. You should disable his abilities with the elementalists' Fire Whip skill as well as the geomancer's abilities. Also, beware the chest on the left of the map; it's a mimic! Have your melee units take down the ninja while everyone else focuses on the casters. Lastly, be sure to get the treasure near the Head Editor; it's a pair of Brigand Gloves! Once they are all defeated and you head up stairs to the Galmia P.R. guy, you get the scoop for the Bonga Bugle.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Jylland Free Press	Ninja	15-23	4 Jylland Free Press	Geomancer	14-23
2 Jylland Free Press	Time mage	17-25	5 Random	Mimic	34
3 Jylland Free Press	Green mage	13-20			

SQ100 BONGA BUGLE — GOLDSUN

The Bonga Bugle Head Editor needs your help again at Flutegrass Bluff. This time he wants assistants to help report on possible hidden treasure.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Baptiste Hill, Flutegrass Bluff	Graszton	400	8	Complete <i>Now That's A Fire!</i> , then participate in an auction, then be in the month of Goldsun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find three treasures!	Fair, Rain	N/A	1	Attack	1750

REWARDS	AP	CP	CLAN TALENTS
Recall Grass x1	30	44	Aptitude +2



Find the hidden treasure!

You receive a Treasure Detector here and you are allowed to dig up three treasures. Just move around until you get an option to use the device. Once you do, you can dig it up. Digging up three treasures gives you a victory!



SQ101 CLEANING TO LOAR

Clean the airship on the way to Loar.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Fluorgis, Fluorgis Aerodrome	Fluorgis	400	4	Complete <i>Grounded!</i> and ride the airship.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Clean the airship within 2-4 rounds (randomly determined)!	Special*	N/A	6	Lightning	180
REWARDS	AP	CP	CLAN TALENTS		
Great Serpent's Fang x2, Grimoire Stone x1	30	44	Aptitude +1, Teamwork +1		

* Weather-based Geomancy cannot be used.



Cleaning the airship.

You have agreed to help clean the deck of the airship. The airship is rather large, and this can be difficult if you don't have fast units or characters who can bypass enemies, since you have anywhere from two to four rounds to clean all the spots on the ship. Have a fast character with Faerie Shoes deployed in the upper left with a time mage to cast Haste. Always cast Haste on your time mage first, then others, to get the most benefit from this spell. If you have a pair of Sprint Shoes, put them on your next fastest character on the right side. Ignore the foes and head for all the spots. Only attack the enemies with ranged attacks or up close, if you aren't near a spot to clean. The character with Faerie Shoes should head straight down the left side to the last wing as it's the hardest to get to. This is the same for the fast unit on the right side, but go down the right side to the last wing. Have your slower characters clean the close spots. Once all the spots are clean, you are victorious and the ship drops the player off at the Moorabella Aerodrome.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Hoppy bunny	19-29	2	Random	Mimic	19-29

SQ102 CLEANING TO ORDALIA

Get ready for some cleaning!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Moorabella, Moorabella Aerodrome	Moorabella	400	4	Complete <i>Grounded!</i> Ride the airship.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Clean the airship within 2-4 rounds (randomly determined)!	Special*	N/A	6	Fire	180
REWARDS	AP	CP	CLAN TALENTS		
Fire wool x1	30	44	Aptitude +1, Teamwork +1		

* Weather-based Geomancy cannot be used.



These things try to get in your way!

You have agreed to help clean the deck of the airship heading from Moorabella to Fluorgis. Follow the same general strategy you did for *Cleaning to Loar*. Ignore the rats, which are really mimics or ice flans, and head for all the spots. Have your slower characters get the close spots. Once all the spots are clean, you are victorious and the ship drops the player off at the Fluorgis Aerodrome!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ice flan	19-29	2	Random	Mimic	19-29

SQ103 OF KUPOS AND CANNONS

Orposi claims he just can't study with all the racket going on at Adventurer's Rest. No wonder! The flintlocks keep firing their weapons at night.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Camoo, Adventurer's Rest	Camoo	400	20	Complete <i>Pearls in the Deep</i> , watch the event in Groszton, then read the notice "Trouble in Jylland."

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Survive for 4 rounds!	Fair, Rain	N/A	6	Debuffs	2870

REWARDS	AP	CP	CLAN TALENTS
Tyrant Hide x4, Alraune Drill x2, Flintlock job unlocked	30	44	Negotiation +1, Teamwork +1, Adaptability +2



Get ready to teach those flintlocks a lesson.

When you ask those noisy flintlocks to keep it down, they decide to make it really noisy and attack. The flintlocks don't do tremendous damage and you only need to survive for four rounds here. Send half of your team to the top right and bottom left to defeat as many as you can in the time frame for extra gil and loot. They must prime their weapons before attacking, so you have time to breathe between attacks. Once the battle begins, instead of four flintlocks, more hop out of the areas near the wells. Now you face seven! After holding out for the four rounds, they agree to keep it down and also teach you the flintlock job.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Flintlock	13-20	3	Random	Flintlock	17-25
2	Random	Flintlock	14-23	4	Random	Flintlock	15-23

SQ104 ON THE RAMPAGE

The mamatrice is in a rage!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Moorabella, Dyme Plateau	Moorabella	400	20	Complete <i>Sleepless Nights</i> and <i>For the Cause</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Mamatrice!	Fair, Snow	N/A	6	>100 Damage	2700

REWARDS	AP	CP	CLAN TALENTS
Fiend's Blood x4	30	44	Negotiation +1



Mamatrice.

This monster has been causing major landslides due to its rage at losing all its children, and the people of Moorabella need you to put an end to it. The creature has many of the same large area attacks as Klesta, and Tuis is easy to handle. Just get up to her as quickly as possible, surround her, and beat her into submission. Use any abilities that weaken her, like the raptor and soldier attacks that lower defense and speed. Use a time mage to quicken your units to bump them up to next in combat to get in more attacks. A few rounds of this will see the end of the mamatrice for the day.



ADVERSARIES

	NAME	JOB	LEVEL
1	Tuis	Mamatrice	14-23

SQ105 SPEED BATTLE, KUPO!

Scarface has issued a challenge to all clans to a Speed Battle!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	The Galleria Deep, Larva Den	Graszton	400	20	Complete <i>Pearls in the Deep</i> and watch an event in Graszton.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speed Battle vs. Scarface	Fair	1 Scarface and three others, random	4	Not Moving	12830

REWARDS	AP	CP	CLAN TALENTS
Giant's Tanned Hide x5, Tanned Tyrant Hide x5	30	44	Negotiation +1, Teamwork +1, Adaptability +1



Don't forget about the treasure chests.

In this scenario you only get four team members to try to defeat the mark before your rival and his team. Whoever gets the killing blow wins this fight, so make sure you have some movement increasing items on and use the Speed privilege if you have it. Scarface is very fast, as are most of his team. Completely ignore the two baknamy that accompany the mark. The mark can be one of the random creatures listed to the right. Make sure that when the mark starts to get low, your turn is the one that can finish him before Scarface. The dragoon's Jump ability is very useful for dishing out large damage quickly, but is very risky to depend upon due to its low hit chance. When you strike the finishing blow on the mark, you receive your reward. If Scarface or his team gets the final hit, you fail the quest and will have to either pick it up again or reload an earlier saved game. Critical hits by Scarface and his team can make it difficult to achieve victory.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Plague	21-99	8 Random	Tonberry king	21-99
2 Random	Loogaroo	21-99	9 Random	White pudding	21-99
3 Random	Banshee	21-99	10 Random	Reaver	21-99
4 Random	Toughskin	21-99	11 Random	Yowie	21-99
5 Random	Oversoul	21-99	12 Random	Lamashu	21-99
6 Random	Nagaraja	21-99	13 Random	Baknamy	21-99
7 Random	Zahak	21-99			

SQ106 THE WHOLE TRUTH

Galmia Pepe requires you to gather some materials for their De'vine Ribbons, so head to the Zedlei Forest to pick them up.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Zedlei Forest, Zedlei Forest	Moorabella	400	20	Complete <i>Mountain Watch</i> , then watch an event in Graszton, also complete <i>The Root of the Problem</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Bufs and Debuffs	3430

REWARDS	AP	CP	CLAN TALENTS
Pearl Moss x3, Prime Pelt x1	30	44	Teamwork +1



That's a lot of cassies!

When you arrive, you find out you must harvest the Ribbons from grown malboros called cassies. This fight is tough because you are fighting six of these at once and they have some breath attacks that will drag this fight out for awhile. Love Song regens the enemy's health every turn and Honeyed Breath has a 100% chance to Charm and they like to use it often. Cloying Breath is another technique they use on your troops and it can Slow and put you to Sleep. You definitely want to bring some good ranged damage to this fight so you can stay away from the breath attacks. Send up some melee units right away and leave your ranged team where they are. If the melee units are affected by the cassies' debuffs, you can knock them out of it by hitting them, which is the quickest way of getting them back in combat. You need to be very watchful of their health, however—you don't want to take down your own units! If you've already defeated the Cup battles (Camo Cup, Graszton Cup, and Moorabella Cup), then equip the items that give you the ability to summon scions. Once your gauge fills up, unleash these attacks that hit all foes to help turn the tide of battle. After you've defeated all the cassies, you receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Karie	Cassie	18-25	3 Random	Cassie	18-29
2 Random	Cassie	18-25			

SQ107 WANTED: ASSISTANT

Working in a laboratory could be fun.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
22	Goug, Goug	Goug	400	20	Complete <i>A Request</i> and the following battle.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	1	N/A	5520
REWARDS			AP	CP	CLAN TALENTS
Snowcat Crystal x1			30	44	Negotiation +1, Adaptability +1



An assistant can make all the difference.

Malbolabs Alchemical Research is looking for an assistant to help them in the laboratory for seven days. Deploy an alchemist to help with the research.

SQ108 DEATH MARCH

Welcome to the games that, officially, no one knows about.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
23	Graszton, Shadeholme	Comoa	400	20	Complete <i>Now That's a Fire!</i> and participate in the auction. Also complete <i>Bonga Bugle-Silversun</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Uphold the law and defeat all foes!	Fair, Rain	N/A	6	Not Moving	2440
REWARDS			AP	CP	CLAN TALENTS
Dipraeu Bronze x3			30	40	Teamwork +1



Face off against the enemy clan!

You are tasked with upholding the law and defeating all your foes while only your clan is subject to the law! You face a standard clan with jobs you've seen before, so take out the white mage and black mage first and always remember to move every turn, or you lose the match.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Soldier	14-25	4	Random	Black mage	14-25
2	Random	Thief	14-25	5	Random	White monk	14-25
3	Random	White mage	14-25	6	Random	Fencer	14-25

SQ109 IT'S A TRAP!

When you enter Whitesnow Pass to clean up the traps, a group of monsters blame you for placing them there and are determined to make you pay for defiling their land!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
23	The Aldonna Range, Whitesnow Pass	Graszton	400	20	Complete <i>Wanted: Gilmunto</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Destroy all traps!	Fair, Mist	N/A	6	Targeting All Units	2730
REWARDS			AP	CP	CLAN TALENTS
Red Geeps x1, Wyrn Carapace +1, Zincatite x5			30	46	Teamwork +1



The luchorpan blame you!

Here you face three baknamy and a tougher luchorpan. Take out all the enemies for maximum reward and be wary of the traps you have to set off. Some traps give off the Silence effect. Make sure your white mage doesn't set off any traps, just in case. Others are spike traps that take 1/2 of your HP and this can be crippling if you're low already. Once all the traps are disarmed you receive your reward, regardless of whether or not you cleared all the enemies.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Luchorpan	9-17	2	Random	Baknamy	9-15

SQ110 LOVE-STRUCK

Time to make a special delivery!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
23	Tramdine Fens, Waterside Hut	Fluorgis	400	20	Complete <i>Making Music</i> , then watch the event in Moorabella, and complete <i>Drowsy Draught</i> , must have Silk Bloom x1, Malboro Wine x1.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Silk Bloom and Malboro Wine to the Witch of the Fens.	N/A	N/A	N/A	N/A	2910

REWARDS	AP	CP	CLAN TALENTS
N/A	30	46	Negotiation +1, Adaptability +1



Brewing the cure.

Kuleek of the Akademy wants you to take a Silk Bloom and Malboro Wine to the Witch of the Fens to have a potion made to cool a student's fever before her condition worsens. Deliver the ingredients to the Witch at Waterside Hut, return to Sage's Grove with the cure to receive your reward, then deliver it to Kuleek.

SQ111 SLEIGHT OF HAND

Travel to Nazan Mines and beat the trickster at his own game!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
23	Nazan Mines, Nazan Mines	Fluorgis	400	20	Complete <i>Making Music</i> , then watch an event in Moorabella.

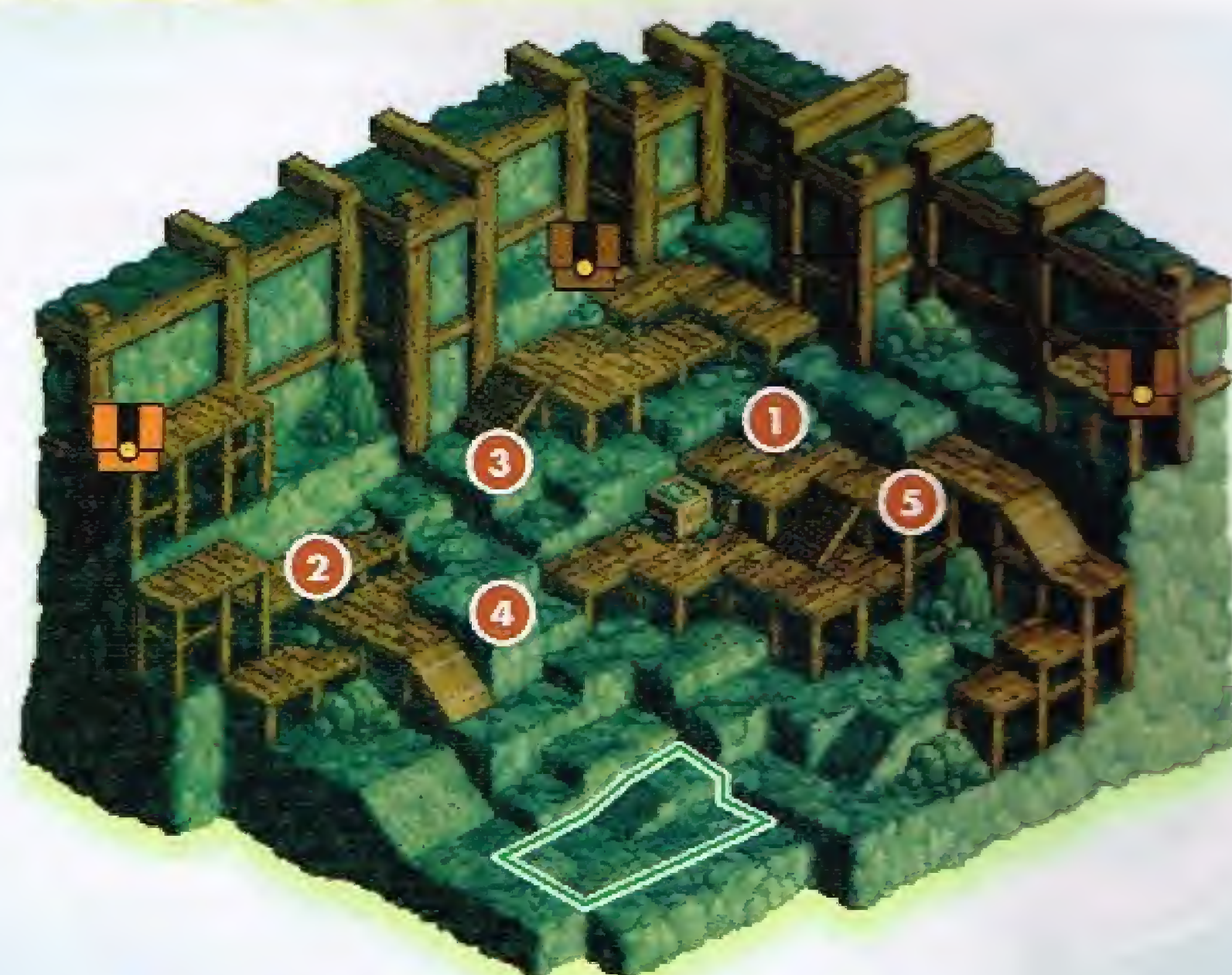
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Receiving Buffs and Debuffs	2790

REWARDS	AP	CP	CLAN TALENTS
Earth Sigil x5, trickster job unlocked	30	46	Teamwork +1, Adaptability +1



These tricksters are tricky!

You face five tricksters in this battle and they certainly are worthy of that name. They can attack from extreme range for moderate damage. If you want to follow the Judge's law on this quest, you need to be immune to Charm, Poison, and Berserk, as they use these attacks quite often. You can't out-range them, so send in strong melee units and make sure you have at least one good healer to mitigate some of the damage that they deal. Keep your entire team on the left side and destroy each trickster as quickly as possible instead of spreading out. It will make the ones to the far right move in closer, making it easier for you to reach them later. After you defeat all the tricksters, they teach you all their tricks and the trickster job is unlocked.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Trickster	25-36	4 Random	Trickster	24-35
2 Random	Trickster	22-33	5 Random	Trickster	23-32
3 Random	Trickster	24-34			

SQ112 STOWAWAYS

Oh, no! The airships are rumored to be haunted. Head to Fluorgis Aerodrome and check out these rumors of ghosts on the airships.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
23	Fluorgis, Fluorgis Aerodrome	Fluorgis	400	20	Complete <i>Making Music</i> , then watch an event in Moorabella. Also read the notice "Spirits in the Sky."

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Special*	N/A	6	Solitude	2610

REWARDS	AP	CP	CLAN TALENTS
Wyrn Corapace x4	30	46	Teamwork +1

* Weather-based Geomancy cannot be used.



Watch out for the undead's Dark attacks.

The rumors prove to be true and, along with the undead, there are also a couple of ahriman and a bloody orb. Be sure to bring a white mage with you, or any other unit with Holy-based attacks. Take down the ahriman first, as they can be more of a problem due to their Demonic Gaze and Bewitching Glance attacks that cause you to lose control of your character. Position your tough units up front to take the initial attacks. Armor with Absorb Dark is useful here if you have it. Unleash your Holy magick on the undead while your melee types fight the bloody orb and ahriman. Once they have all been defeated, you win. Remember to use Exorcise, Raise, or Phoenix Downs on the tombstones to keep the undead from rising again. If the last things you kill are undead and you are only left with their tombstones, you still win.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Ahriman	19-26	4 Random	Deathscythe	19-29
2 Random	Ghost	19-27	5 Random	Bloody orb	19-27
3 Random	Ghost	19-27			

SQ113 WANTED: TONBERRION

You are sent after the knife-wielding, hateful killer tonberrions. Head to Catsbreath Field to bring an end to their butchering.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
23	Tramline Fens, Catsbreath Field	Fluorgis	400	20	Complete <i>Grounded!</i> , ride the airship, and read the notice "Our Hate."

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the tonberrions in four rounds!	Fair, Rain	N/A	6	Copycat	3190

REWARDS	AP	CP	CLAN TALENTS
Low Arizona x5	30	46	Teamwork +1, Adaptability +1



The tonberry king has deep feelings for you.

Tonberries are extremely deadly if they get close enough to Stalk you. You need to keep them at a distance if you're the one being Stalked because if he reaches the person he is Stalking, he does a move called Karma which has a 100% chance to hit and deals damage to a unit based on the number of foes that unit has killed. Protect the units being Stalked and unleash as much damage as fast as possible on these foes. Don't worry about healing here, because if they get to you, you're dead. The fighter ability Aurablast is very potent here, as is illusionist magick. Send in your dual wielding ninja to finish off any weakened foes.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Tonberrion	Tonberry	18-27	3	Tonberrion	Tonberry king	19-29
2	Tonberrion	Tonberry	18-29				

SQ114 FLUORGIS CUP

It's time for the Fluorgis Cup. Only one team member is allowed to participate in this Tournament, so choose wisely.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	Fluorgis, Fluorgis	Fluorgis	400	10	Complete <i>Grounded!</i> , ride the airship, have completed <i>Moarabella Cup</i> , then be in the month of Emberleaf at Fluorgis.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in the entry bout!	Fair, Rain	N/A	1	Bufs	2730

REWARDS	AP	CP	CLAN TALENTS
Pin of Order	30	48	Teamwork +2, Adaptability +1



Don't leave your back exposed to the master monk.

ADVERSARY IN BOUT ONE

	NAME	JOB	LEVEL
1	Random	Blue mage	19-29

ADVERSARY IN BOUT TWO

	NAME	JOB	LEVEL
1	Random	Red mage	19-29

ADVERSARY IN BOUT THREE

	NAME	JOB	LEVEL
1	Random	Master monk	19-29



SQ115 LOAR AIRSHIPS GROUNDED

Head to Moorabella Aerodrome and help them clear out the floating eyes that are infesting the shipping lanes before they do serious damage to the airships.

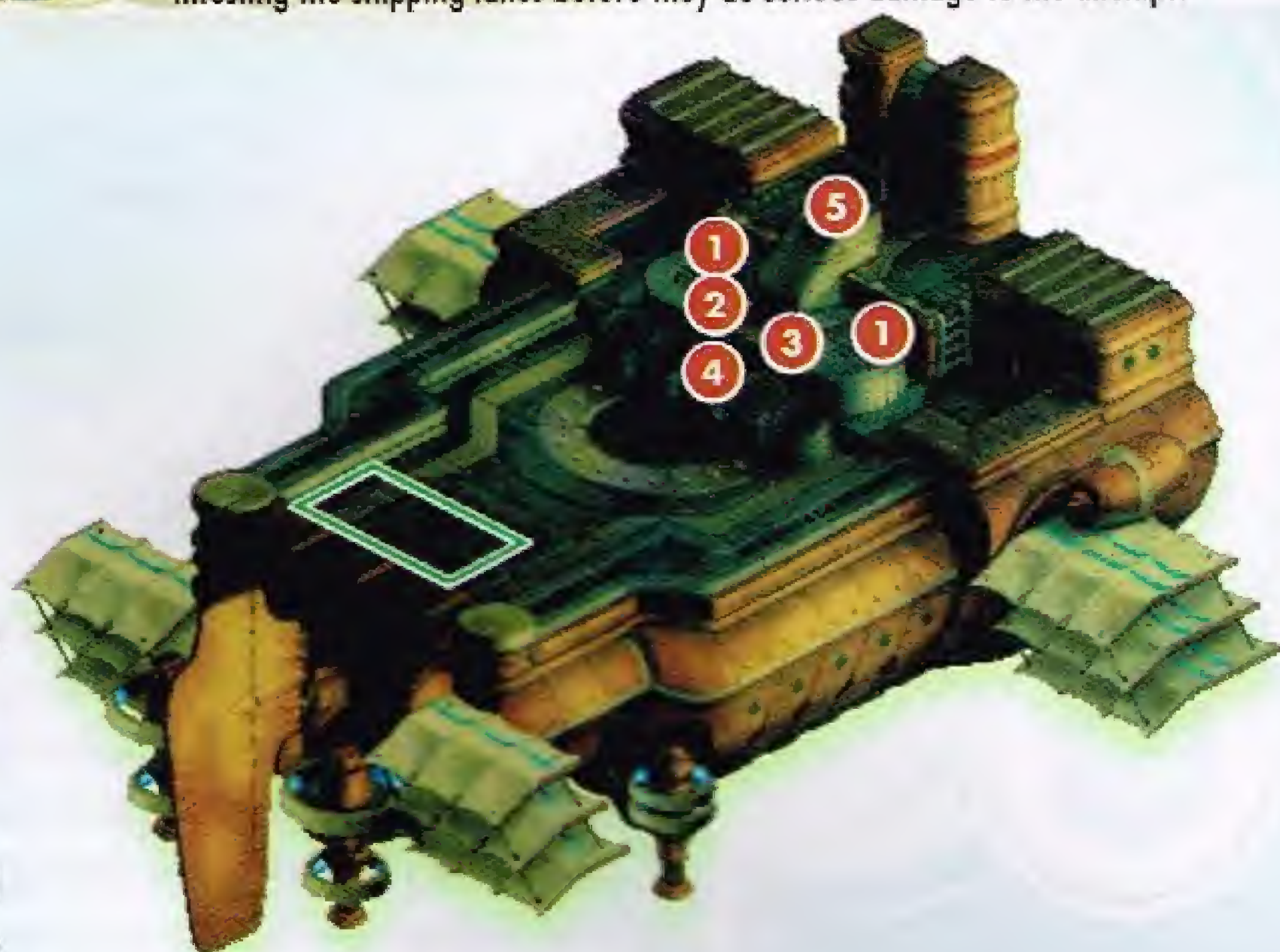
RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	Moorabella Moorabella Aerodrome	Moorabella	400	20	Complete <i>Sleepless Nights</i> and be in Moorabella.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED	
Defeat all foes!	Fair	N/A	6	Opportunity Commands	3750	
REWARDS				AP	CP	CLAN TALENTS
Earthwyrin Crystal x2, Bundle of Needles x2				30	48	Teamwork +1, Adaptability +1



Use your Fire Whip.

You fight an assortment of eyes here! Try to disable the abilities of the ahriman while you defeat the bloody orbs and floating eyes. The ahriman will try to confuse your team often and you should to take it out of the equation early on. Only one healer is needed for this fight, since the monsters don't do a great deal of damage. The danger lies in becoming confused and attacking your own players. Any weak attacks you can do to your confused teammates also breaks them out of the spell. Bringing an elemental mage to help with the ahriman. Bring a time mage to help boost your turns to get more actions than the eyes to make your battle easier. Once all the eyes are defeated, the shipping lanes are safe once more.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ahriman	18-29	4	Random	Bloody orb	18-29
2	Random	Floating eye	18-29	5	Random	Bloody orb	18-31
3	Random	Floating eye	18-29				

SQ116 SHOWDOWN

You've tracked Klesta down to Targ Wood but Bowen, blind with rage, attempts to fight Klesta on his own!

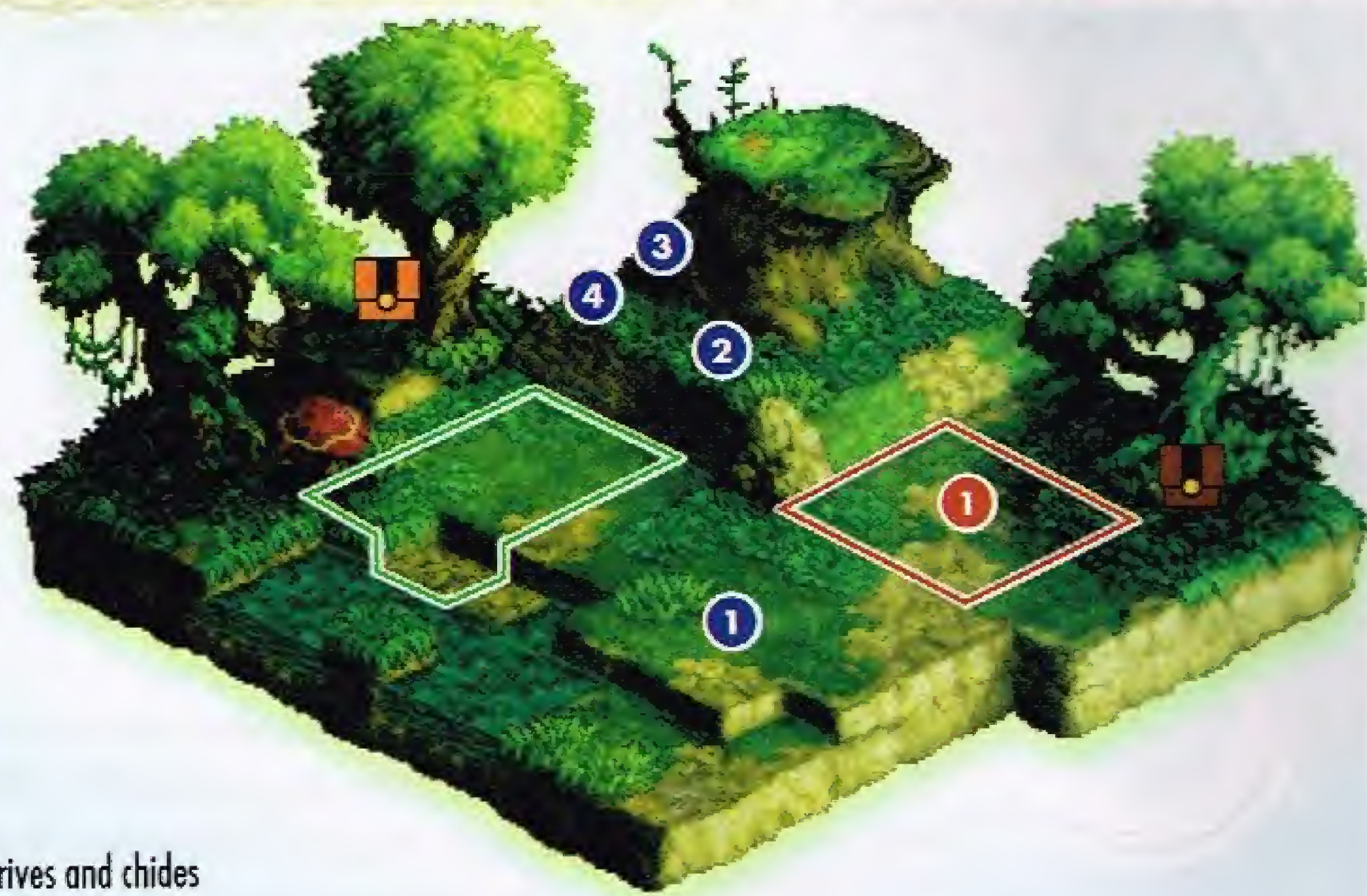
RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	Targ Wood, Targ Wood	Graszton	400	20	Complete <i>Pearls in the Deep</i> , then watch the event in Graszton, also complete <i>I've Got a Bad Feeling</i> . You will also need to have Cloudy Sap x1.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED	
Defeat Klesta!	Fair, Rain	<div>1 Bowen</div> <div>2 Tweigel</div> <div>3 Loa, 4 Veis</div>	3	Back Attack	3030	
REWARDS				AP	CP	CLAN TALENTS
Cursed Coin x5, Skull x2, Vampire Fang x2, Rewarded Demon Feather after fight				30	48	Adaptability +1



Piston Drop!

Just before the battle begins, the rest of House Bowen arrives and chides Bowen for leaving without them. They declare to follow him to the ends of the earth to help him defeat Klesta. Klesta now has a new attack called Piston Drop that can hit everyone on the map as it bounces around on top of them, causing significant damage. Once you get it down in health it tries to run away again, but this time you're ready for it! Use the Cloudy Sap on Klesta to keep the beast held fast. Klesta will keep using Piston Drop to damage everyone, so make sure you use your elemental mage to keep you healed if necessary. Once you defeat Klesta, Bowen can move on.



ADVERSARIES

	NAME	JOB	LEVEL
1	Klesta	Crushatrice	21-27

SQ117 SURVEY NO. 258

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	The Galleria Deep, The Galleria Deep	Moorabella	300	20	Complete <i>Mountain Watch</i> , then watch an event in Moorabella.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Survey points of geological interest!	Fair	N/A	6	Bludgeoning Weapons	5000

REWARDS	AP	CP	CLAN TALENTS
Leystone x7, Quality Pelt x1	30	48	Apititude +1, Adaptability +1



The Galleria Deep contains many interesting points.

The monsters here sure don't care for your trespassing. The ahri-man can Demonic Gaze you, which causes confusion, so be ready to knock your units back to their senses if need be. Speed up your troops with Haste and use your fusiliers' Blind Shot to reduce your foes' chance of hitting. After you've defeated the ahri-man, use your Cura spell or any other health or revive items you might have to dispose of the zombies. Remember, they have to be killed after turning into a tombstone via Exorcise, Raise, or Phoenix Down. Once you've cleared all these nuisances, finish investigating the area and be ready to report your findings for your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ahri-man	18-22	3	Random	Zombie	18-25
2	Random	Zombie	18-25	4	Random	Black chocobo	18-25

SQ118 UNFAMILIAR FOLK

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
24	The Ruins of Delgantua, Hall of Blessings	Moorabella	400	20	Complete <i>Mountain Watch</i> , then watch the event in Moorabella.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Mist	N/A	6	Actions by humes	2940

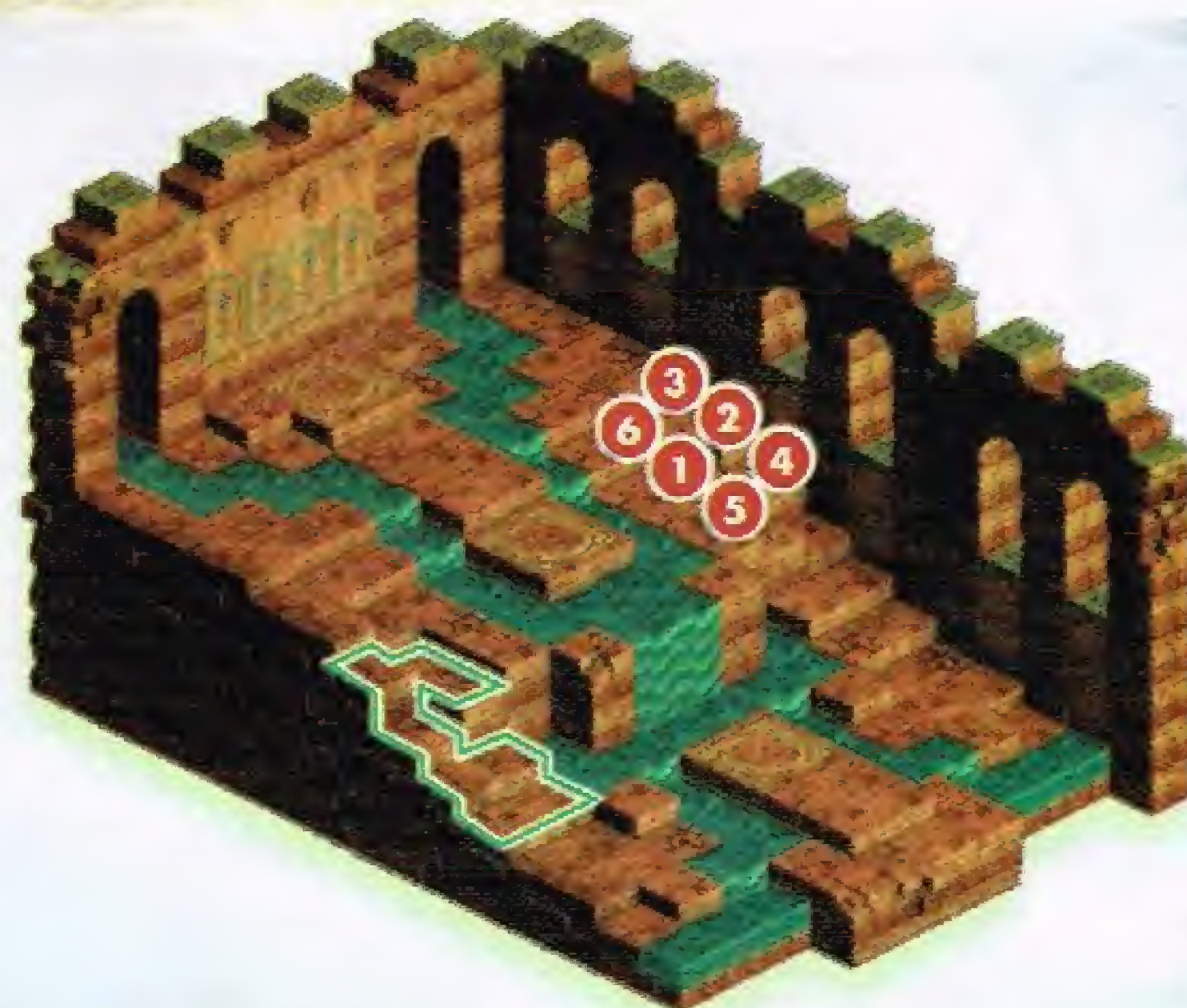
REWARDS	AP	CP	CLAN TALENTS
Four-Leafed Clover x2, Platinum x3	30	48	Negotiation +1, Teamwork +1



Warband Duelhorn.

These guys aren't sure what a "Clan" is, but they are ready to show you what a Warband does! Duelhorn archers are quite a challenge. They can completely debuff your units before you get to them, so make sure to send your forces against them first. Disable the mage with Fire Whip from your elementalists and have everyone else attack. Your dragoon's breath attack abilities will be very useful here, since they stay bunched up on their side of the water. Send your black mage up top and over the water to hit the enemy from behind. Once you defeat Warband Duelhorn, you have a sinking feeling you will see them again in the future.

You come across the Unfamiliar Folk in the Hall of Blessings.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Duelhorn	Soldier	21-28	4	Duelhorn	Archer	20-27
2	Duelhorn	Black mage	20-27	5	Duelhorn	Warrior	20-27
3	Duelhorn	Archer	19-26	6	Duelhorn	Animist	19-26

SQ119 WANTED: GAITSNIPE!

The Jylland Defenders of the Peace have hired you to take out a group of ranged attack experts known as Gaitsnipe.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Baptiste Hill, Flutegrass Bluff	Grasston	400	20	Complete <i>Rumors Abound</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Surround Gaitsnipe!	Fair, Rain	N/A	6	Ranged Weapons	5410

REWARDS	AP	CP	CLAN TALENTS
Healing Vine x2	30	48	Aptitude +1, Teamwork +1



Surround the Gaitsnipe.

This band of miscreants is currently hiding out at Flutegrass Bluff. During this fight you can't use any ranged attacks if you want to stay on the right side of the Judge's law, so take a heavy melee group in. Preferably include a time mage and a healer of some sort; a white mage or elementalists works well here. Divide your forces into two groups and take four units to the left and two to the right. Since the enemy units try to keep you as far away as possible, they bunch up in the middle. Kill the few on the sides that attack you and converge on the middle group hitting them with Slow effects and area effect damage. Remember, you want to get up close and personal with these guys as much as possible to keep the Gaitsnipe's damage down to a minimum. Once they are all defeated, you receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Gaitsnipe	Archer	19-29	4	Gaitsnipe	Sniper	19-30
2	Gaitsnipe	Hunter	20-31	5	Gaitsnipe	Fusilier	20-28
3	Gaitsnipe	Cannoneer	19-30	6	Gaitsnipe	Flintlock	17-26

SQ120 CROSS THE SEA

Deliver the Letter.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Camoa/Goug, Camoa/Goug	Camoa	400	20	Complete <i>A Request</i> and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Receive a letter from Riddim.	N/A	N/A	1	N/A	2660

REWARDS	AP	CP	CLAN TALENTS
Emberjarum x1	30	50	Negotiation +1



Meena is pleased.

Deliver a letter to Meena, who lives across the sea. Pick up the letter at Camoa and take it to Goug.

SQ121 A HARVEST HAND

T.K. Corral needs your help in harvesting this season's crop.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Camoa, Tulque Grove	Grasston	400	20	Complete <i>Now That's a Fire!</i> and participate in the auction. Also complete <i>Seeding the Harvest</i> and be in the month of Ashleaf.

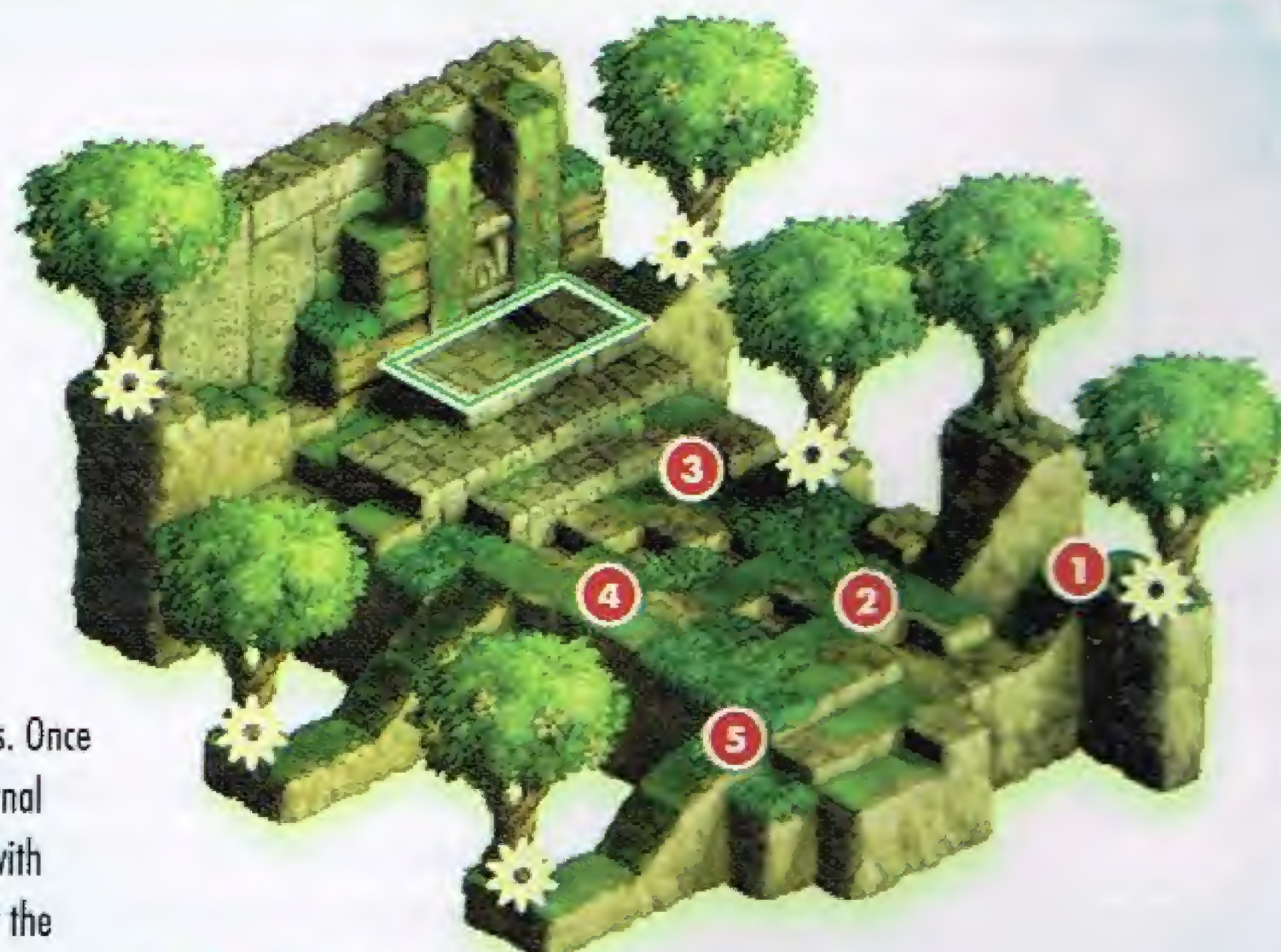
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Gather as much fruit as you can in 4 rounds!	Fair, Rain	N/A	6	Harming the Weak	12830

REWARDS	AP	CP	CLAN TALENTS
Healing Water x2, Insect Husk x1	30	50	Negotiation +1, Teamwork +1, Adaptability +1



Grab the fruit!

Make sure to put your units as close as possible to the first trees. Once the lilith appears, the only thing she does every turn is cast Eternal Sleep, which has a chance to afflict everyone including herself with Sleep and Doom! Having a Reraise ability such as Angel Ring or the dragoon's Dragonheart ability equipped helps out here. Just try to grab as much fruit as possible before the end of four rounds. Once four rounds are up, you receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ahriman	11-80	4	Random	Baknamy	12-81
2	Random	Werewolf	11-80	5	Random	Bloody orb	12-81
3	Random	Baknamy	14-83				

SQ122 A LADY'S PROPOSITION

You find Syrenead Sie Hyskaris in the Rupie Mountains, getting ready to face off against a wyrm as her first battle!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	The Rupie Mountains, The Rupie Mountains	Graszton	400	20	Complete <i>Pearls in the Deep</i> , then watch an event in Graszton.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Syrenead and defeat all foes!	Fair, Snow	1 Syrenead	6	Harming the Weak	4500

REWARDS	AP	CP	CLAN TALENTS
Zodiac Ore x8, Orichalcum x1	30	50	Negotiation +1, Teamwork +1



The ivory wyrm looks hungry!

You must protect Syrenead and help her defeat this foe because it is much stronger than she is. The only problem here could be if your selected units are of a higher level than the ivory wyrm, you don't get the law bonus. Besides that, the fight is pretty straightforward if you block the wyrm from reaching Syrenead. Surround it and take down its health. Use Earth and Water based attacks to do good damage to it as well. One of its abilities can inflict Sleep and Doom on your units, so be ready to resurrect units if needed. Once the wyrm is dead, Syrenead can go home and proclaim her victory over this mighty foe.



ADVERSARIES

NAME	JOB	LEVEL
1 Ivory Wym	Nagaraja	18-25

SQ123 AN EARNEST DELIGHT

Marnot's prospective love life would be in a shambles without you!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Goug, Goug Mines	Goug	400	6	Complete <i>The Dig</i> and <i>An Earnest Multitude</i> .

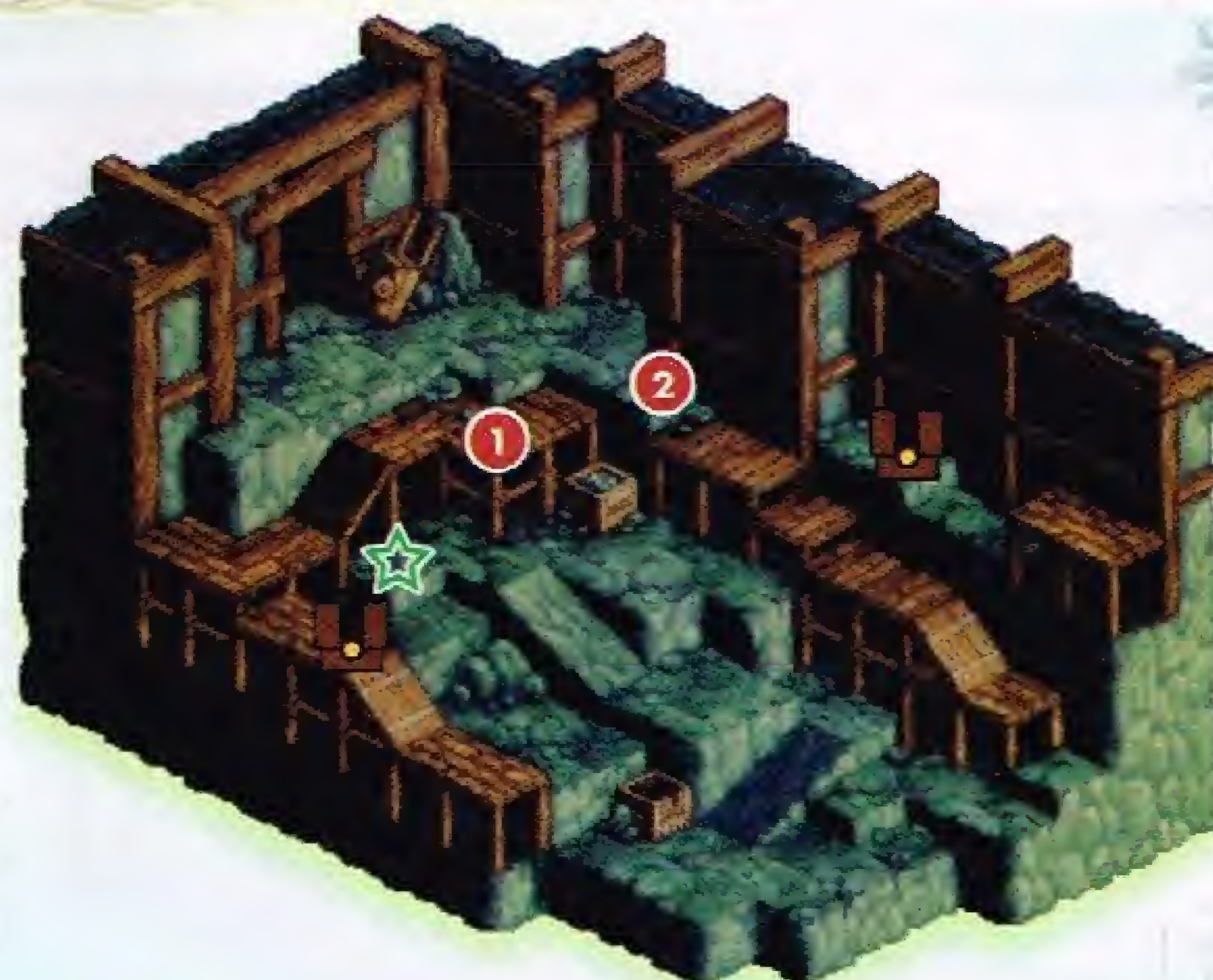
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Impersonate Marnot!	N/A	N/A	1	Harming seeq	2930

REWARDS	AP	CP	CLAN TALENTS
Prime Pelt x1	30	50	Negotiation +1, Teamwork +1



Impersonate the love-struck Lothario once again.

Marnot has written to five ladies and has scheduled the same time frame to meet them! There is no way he can visit them all at once so you need to help him once again. You can't do it within the time frame without dispatching units. Be sure to send Luso to take care of the one at Goug Mines. Don't fight back against the viking and ranger, just take their blows for a couple of rounds to let them know you are alright. From there, you can dispatch people to the remaining three places. Just make sure the units you send are over level 44 to ensure victory.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Seeq Maid	Viking	40	2 Rodanu	Ranger	39

SQ124 FLOWN THE COOP

Okta the cockatrice has escaped the Menagerie! Track him down to Cannol Keep where he is hiding among other cockatrices.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Fluorgis, Cannol Keep	Fluorgis	400	20	Complete <i>Grounded!</i> , ride the airship, and also complete <i>The White of Its Eye</i> .

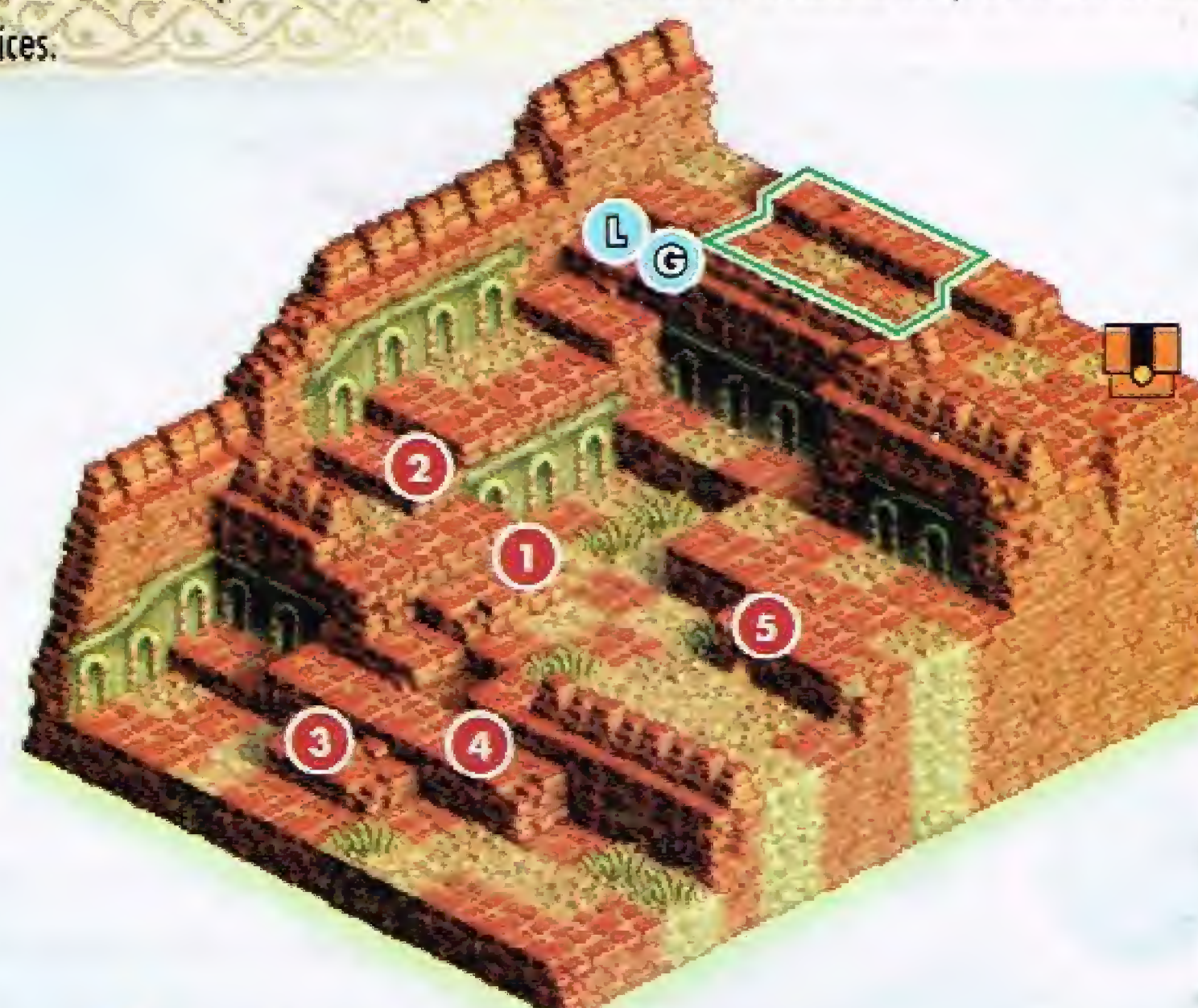
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Weaken Okta and defeat all foes!	Fair, Rain	N/A	6	Bladed Weapons	4500

REWARDS	AP	CP	CLAN TALENTS
Mind Ceffyl x6	30	50	Teamwork +1, Adaptability +1



Okta isn't going back to the Menagerie without a fight!

Defeat all the cockatrices here and weaken Okta, so you can take him back to the Menagerie. You start out on the high ground, so bring a good amount of ranged power with you and bombard the enemy with arrows and bullets. When they start going up the stairs to get closer, hit them hard with magick. You can then send in your melee troops to clean up what's left. After you've defeated them all and weakened Okta, you can take him back to the Menagerie and receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Okta	Cockatrice	19-29	4 Random	Cockatrice	17-25
2 Random	Cockatrice	18-27	5 Random	Cockatrice	18-27
3 Random	Cockatrice	17-23			

SQ125 FROM 'CROSS THE SEA

Deliver the reply.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Goug, Goug	Goug	400	20	Complete <i>The Dig</i> and <i>'Cross the Sea</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Get the letter from Meena.	N/A	N/A	1	N/A	2660

REWARDS	AP	CP	CLAN TALENTS
Mythril x1	30	50	Negotiation +1



Meena is delighted.

Meena wants you to deliver a reply to Riddim in Camoa. Pick up the letter at Goug and deliver it to Riddim in Camoa within 20 days.

SQ126 I MUST HAVE IT!

Maddok needs a special piece to complete his figurine.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Goug, Goug	Goug	400	20	Complete <i>A Request</i> and the following battle; must also have Faerie Wing x1 in inventory.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver a Faerie Wing to Maddok.	N/A	N/A	1	N/A	4260

REWARDS	AP	CP	CLAN TALENTS
Emperor Scale x2	30	50	Negotiation +1

To finish the figurine Maddok is crafting, he needs a Faerie Wing. Travel to Goug and deliver one to him.

SQ127 KOMODO ARRIVAL

The Komodo Trader almost has his potions to his buyer in Moorabella, but the merchants at Badd Potions want to put a stop to his arrival.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Moorabella, Moorabella	Moorabella	400	20	Complete <i>Mountain Watch</i> , then watch an event in Moorabella. Also complete <i>Komodo Search</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Snow	1 Komodo Trader	6	Targeting All Units	3330

REWARDS	AP	CP	CLAN TALENTS
Holy Stone x3, Yellow Liquid x3, Wyrmtwig x1	30	50	Teamwork +1



Help the Komodo Trader!

The enemy never moves during this fight. Be sure to head for the time mage first to prevent him from constantly using Rime Bolt Tome to hit everyone on the map, including himself and his allies. After he is defeated, just move to each building battling each enemy as you come to them. They should be weak already from the time mage's attacks, so it should only take a few hits to defeat them. Keep a unit with healing abilities close to your group to help offset the massive area effect damage. After helping the Komodo Trader on his final trip, he rewards you with Wyrmtwig.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Badd Potions	Black mage	18-24	4	Badd Potions	Time mage	20-26
2	Badd Potions	Archer	17-25	5	Badd Potions	Geomancer	19-25
3	Badd Potions	Illusionist	18-24				

SQ128 KUPOPPY FLOWER

Search for a kupoppy flower among all the other normal ones!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	The Rupie Mountains, The Rupie Mountains	Graszton	400	20	Complete the <i>Pearls in the Deep</i> , then watch an event in Graszton.

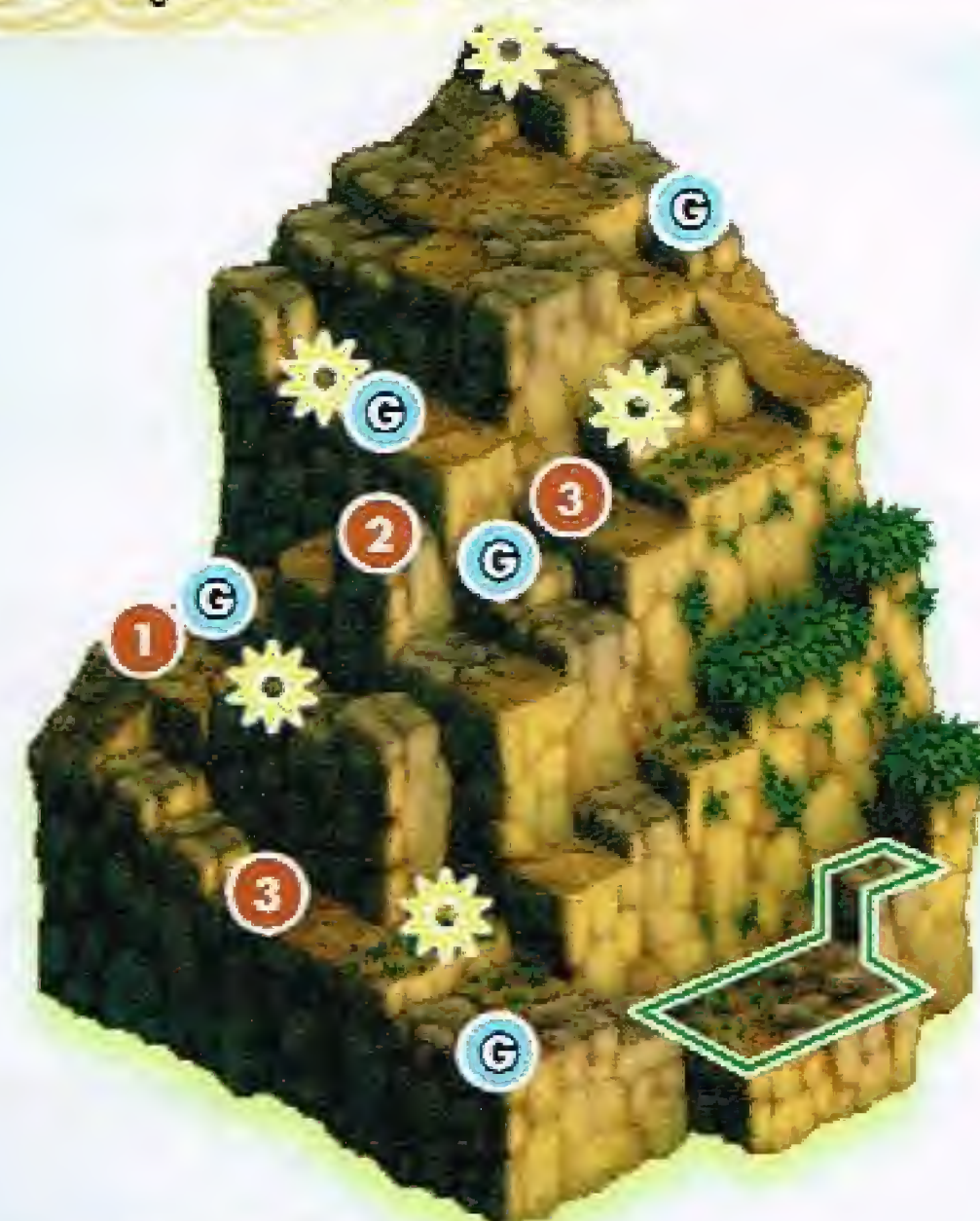
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find a kupoppy flower!	Fair, Snow	N/A	6	Knockback	3400

REWARDS	AP	CP	CLAN TALENTS
Tarkov Crystal x6	30	50	Aptitude +1, Adaptability +1



Your enemies start with the high ground.

To get the flowers you must contend with werewolves, wolves, and even a worgen! Don't bother buffing as the werewolf will just Roar and dispel them all. Make sure to use your black mage's Blizzard on the wolves; they are weak to ice. Your elemental's Fire Whip ability works well on the worgen to disable his ability to summon more wolves to fight for him with Summon Pack. Once you find the right flower, you win the quest regardless of whether or not you killed all the monsters.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Werewolf	17-25	3 Random	Wolf	17-25
2 Random	Werewolf	19-26	3 Random	Worgen	17-27

SQ129 MAKING PORT

You arrive at the Graszton docks and see four individuals talking. These must be the four commanders of Duelhorn you've heard of!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Graszton, Graszton	Moorabella	400	20	Complete <i>Rumors Abound</i> and <i>Duelhorn</i> .

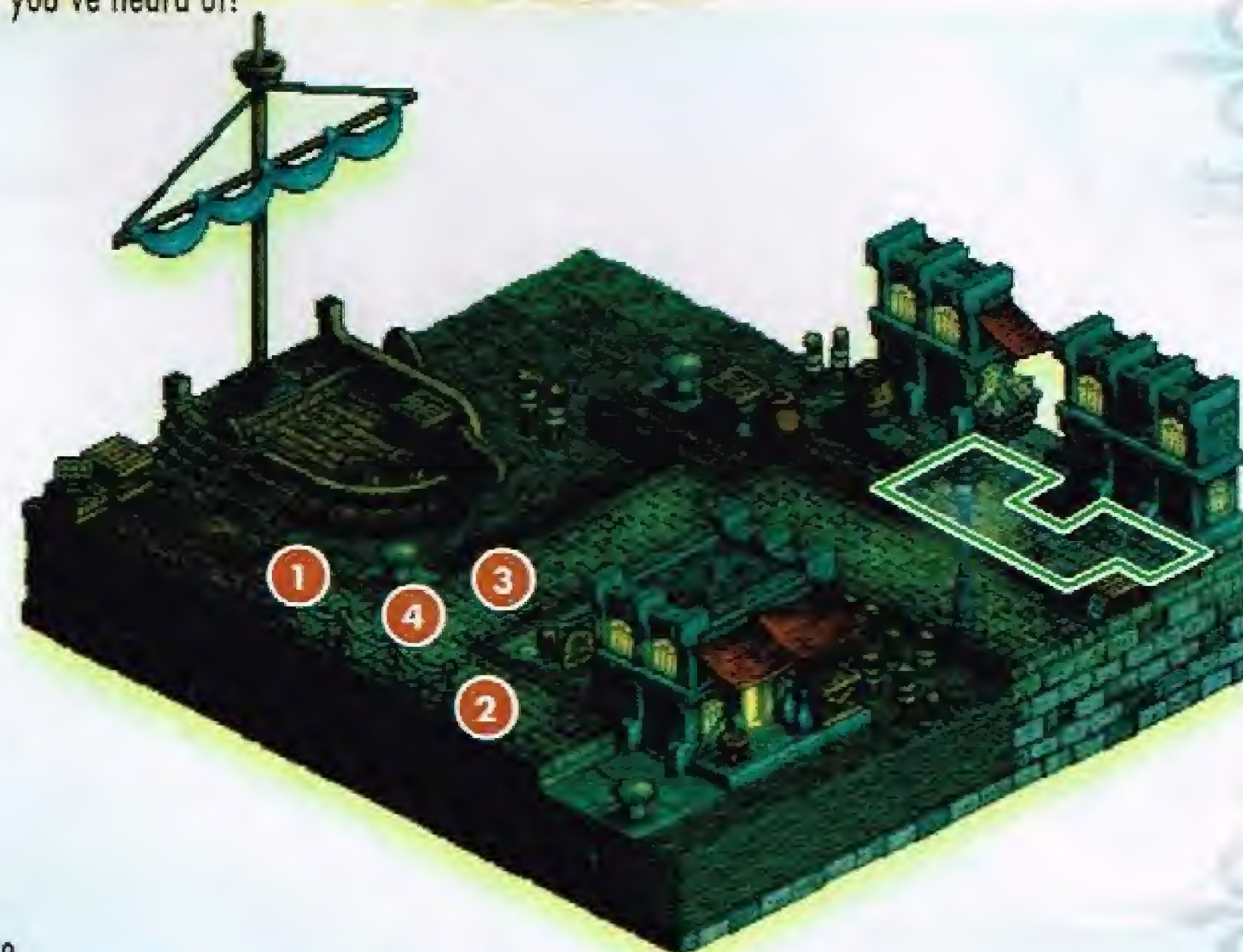
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Harming the Opposite Sex	4380

REWARDS	AP	CP	CLAN TALENTS
Crusite Alloy x4	30	50	Negotiation +1



Watch out for these Duelhorn leaders.

Use caution here as Duke Snakeheart, an arcanist, has some powerful attacks like Scathe that can hit multiple people. This attack can easily do over 100 damage, so make sure you have some healing to support your team. Also, to uphold the Judge's law you can't harm anyone of the opposite sex; make sure you keep that in mind while attacking if you want the law bonus. Have all your male units focus on Duke Snakeheart and beat him down before he can cause a lot of damage. Once you weaken one of the leaders, they get a report that their forces need backup and they vanish from the field leaving you victorious!



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Moquis	Ninja	27-38 (Male)	3 Duke Snakeheart	Arcanist	24-35 (Male)
2 The Night Dancer	Trickster	24-35 (Male)	4 Alys the Ensorcelled	Summoner	25-36 (Female)

SQ130 MY SECRET SHAME

Killan has scattered Udite's final exam papers all over the forest! Collect the papers so no one knows the mark he received on them.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Moorabella, Reighlard Forest	Moorabella	400	20	Complete <i>Mountain Watch</i> , then watch the event in Moorabella.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Gather Udite's exam papers!	Fair, Snow	N/A	6	Back Attack	2720
REWARDS	AP	CP	CLAN TALENTS		
Bat Wing x5, Wyvern Wing x1	30	50	Aptitude +1, Adaptability +1		



The creatures of the forest try to block your path.

When you arrive you see that the monsters in this area have scattered the papers all over. You don't need to kill the monsters to win this quest, but it would be best to do so for the experience and items. Be sure to take out the hoppy bunny first, since it just runs around and Hastes all of its allies. Just don't attack anyone from behind and if Illude, which causes Charm, is cast on one of your units be sure to knock him or her right out of it because when the unit is not under your control it always goes for a back attack! This quickly loses you the Judge's favor. Once you have gathered all the papers, you succeed and receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Dreamhare	18-25	3 Random	Sprite	18-25
2 Random	Hoppy bunny	18-25	4 Random	Deadly nightshade	18-25

SQ131 ORDALIA AIRSHIPS GROUNDED

Defeat the bombs that are invading the Fluorgis Aerodrome before they cause all the airships to go up in flames!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Fluorgis, Fluorgis Aerodrome	Fluorgis	400	20	Complete <i>Seeking the Stone</i> , then investigate the well in the upper left of Odd Places and be in Fluorgis.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Targeting Distant Units	4610
REWARDS	AP	CP	CLAN TALENTS		
Strange Liquid x2	30	50	Teamwork +1		



Protect the airships from these troublesome critters!

Have your casters, and anyone else who can, wear robes that absorb Fire damage, and make sure you have weapons or spell abilities capable of dealing Ice damage, and you will breeze through this fight. The parivir's Hoarfrost Blade is deadly against all these foes. Try to stay as spread out as possible or you'll take tons of damage from the bombs' Fire and Fira attacks. Use a time mage here to boost your party's turn rotation and slow the bombs. Remember to make sure you can take them down before they get to critical HP or the damage they do is deadly.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Red marshmallow	19-31	3 Random	Grenade	19-33
2 Random	Bomb	19-31			

SQ132 PLEA FOR HELP

Rescue the miners from a cave-in at the Spellstone Lode! Keep your guard up; you can hear the wail of spirits as you approach.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Nazan Mines, The Spellstone Lode	Fluargis	400	20	Complete <i>Rumors Abound</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Targeting on Area	4260
REWARDS			AP	CP	CLAN TALENTS
Suspect Mushroom x2, Cod Scale x2			30	50	Teamwork +1



The archer's Burial ability.

Upon entering you find the area crawling with ghosts and one wraith. This battle is very heavy on damage and you need a good amount of healing power here. Make sure to have at least two people with abilities to destroy the undead once you hammer them down into tombstones. To the left of your deployment area is a ramp. Put your archer on it and guard the area with your remaining troops. There is a small chance the archer's Burial skill can instantly destroy the undead. The same is true of the white monk's Exorcise. Constantly use these abilities while you keep your team healed up. If you have a raptor on your team, have that unit fly off once the enemy is engaged to snag all the chests on the opposite wall. The ghosts have Silence and Sleep attacks. Make sure to have your casters well guarded or have immunity to Silence items on hand so they can keep casting. Once all the enemies are slain or destroyed you find a note dropped by the wraith with an amazing, but sad, discovery.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ghost	20-29	2	Random	Wraith	20-31

SQ133 RANCHER'S REQUEST - BLACK

Yew's single chocobo is lonely!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Targ Wood, Muskmallow Field	Comoa	400	20	Complete <i>Grounded!</i> Then ride the airship and complete <i>Rancher's Request - Yellow</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the black chocobo to Yew.	N/A	N/A	1	N/A	1750
REWARDS			AP	CP	CLAN TALENTS
Kuraile Boxwood x2			30	50	Adaptability +1



Deliver the black chocobo, Kupo!

Yew's ranch is up and running but it only has one chocobo and the poor thing seems lonely. Help him by getting a black chocobo and delivering it to his ranch. You can get a black chocobo by doing the repeatable quest, *Seeding the Harvest*. Which chocobo you get is random, so you may need to do the quest more than once.

SQ134 THE EASTWATCH

The Eastwatch clan has traveled far to test your clan's might against their own. Meet them at Moorabella Aerodrome to see who the best is.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Moorabella, Moorabella Aerodrome	Fluorgis	400	20	Complete <i>Grounded!</i> and then ride the airship.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Summoning Scions	3910
REWARDS	AP	CP	CLAN TALENTS		
Moon Ring x5, Parivir job unlocked	30	50	Teamwork +1		



Zengen and the Eastwatch.

These warriors are very good at evading all attacks and are also very fast. When facing this clan from the east, you can use your elementalists's Sliprain ability to slow them down. The assassin tries to move to flank you all the time, so send your raptor against her, since this unit can fly over units and get there the easiest. Also, use the Power Crush move since it does good damage and also lowers her target's Defense so you can do even more damage. The parivir are fast and can do great damage up close and at range. Be sure to soften them up with your casters before letting your fighter and gladiator close with them. They will try to take out your weaker job classes or your casters, so set up a wall of steel with your warriors so you can protect them. Once you defeat this clan from the East, they thank you for the opportunity to fight against you and teach you how to become a parivir!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Jinpei	Parivir	19-32	4	Hayate	Ninja	17-30
2	Zengen	Parivir	20-33	5	Gisuke	Ninja	18-31
3	Kajiro	Parivir	18-31	6	Saki	Assassin	18-31

SQ135 VIM, VIGOR, AND GO

Help Bease keep working.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	The Neslowe Passage, Neslowe Peak	Goug	400	20	Complete <i>A Request</i> and the following battle.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Crusader Tonic to Bease.	N/A	N/A	1	N/A	4260
REWARDS	AP	CP	CLAN TALENTS		
Platinum x1	30	50	Negotiation +1		



Bease needs that tonic!

Bease needs a Crusader Tonic to give him a little pick-me-up so he can continue working, since he has very little time to sleep or eat. Travel to Neslowe Peak and deliver it to him.

SQ136 WANTED: DEVOTEES!

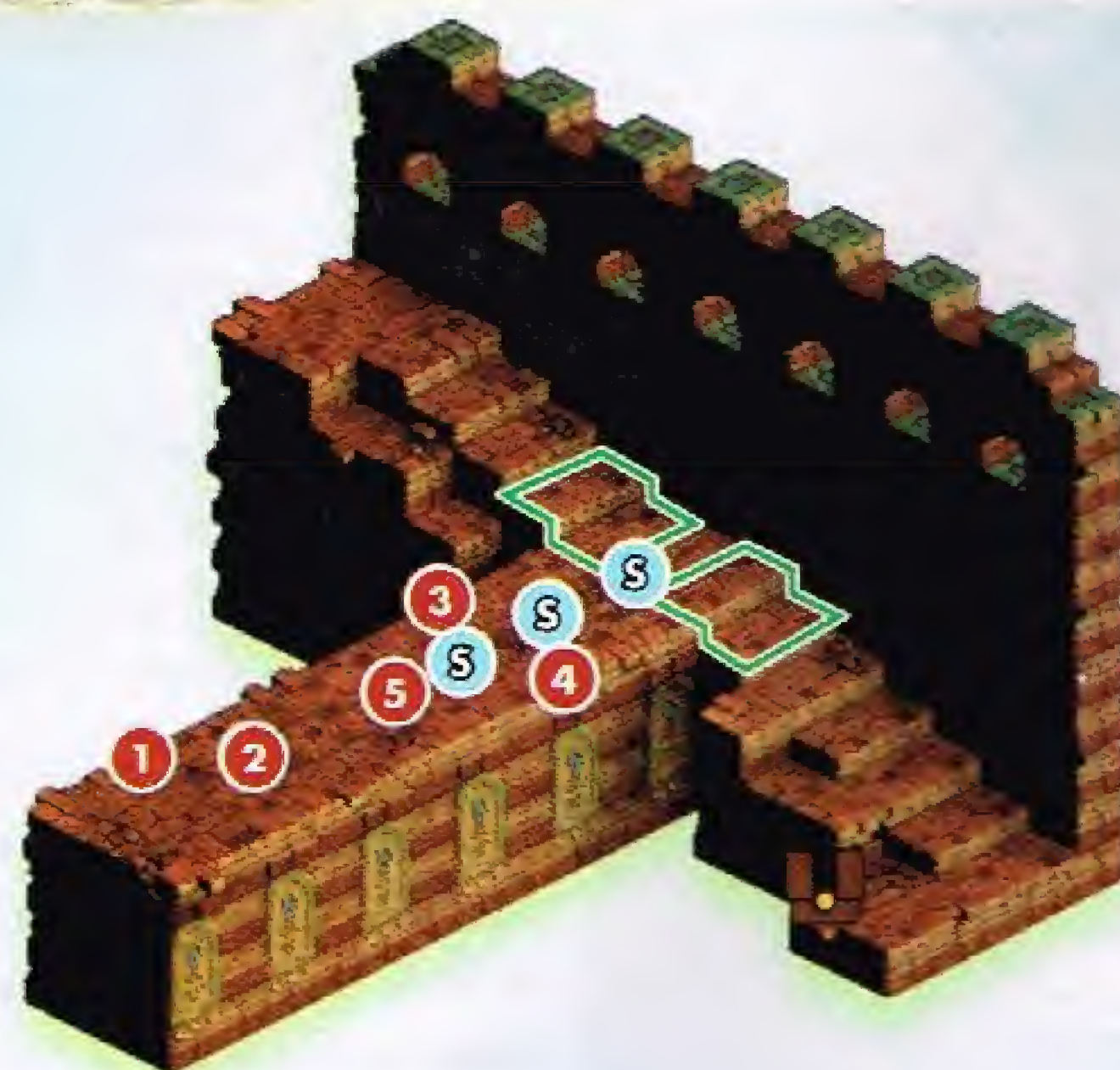
The Prima Donna devotees are suspected of being the criminals behind all the recent thefts. Looks like it is time to hunt them down!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	The Ruins of Delgantua, Way of Judgment	Fluorgis	400	20	Complete <i>A Request</i> and the following battle; also complete <i>Grasston Nightwatch</i> , <i>Carnoo Nightwatch</i> , <i>Goug Nightwatch</i> , <i>Fluorgist Nightwatch</i> , <i>Moorabella Nightwatch</i> , and <i>The Stone with No Name</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Devotees!	Fair, Mist	N/A	6	Ranged Weapons	5130
REWARDS	AP	CP	CLAN TALENTS		
Aurea Pollen x1	30	50	Negotiation +1, Teamwork +1		



Face the Devotees.

Head to Way of Judgment in the Ruins of Delgantua to bring these criminals to justice. The Devotees are arguing with their thugs, the baknamy, when you arrive and confront them with evidence that they are behind the attacks. Defeat the baknamy here and don't stop on the center of the path to them as they are lined with traps! Concentrate all your power on taking out the two baknamy then the luchorpan. The Devotees don't even fight back as you defeat them with one to two shots, as they are much lower level than you.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Devotee Jr.	Time mage	1-2	4	Random	Baknamy	35-44
2	Devotee	Lanista	1-3	5	Random	Luchorpan	37-46
3	Random	Baknamy	35-44				

SQ137 A LANISTA'S PRIDE

You are requested to witness a confrontation by a Prima Donna devotee at Diegnot Fortress.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Fluorgis, Diegnot Fortress	Fluorgis	400	20	Complete A Request and the following battle.

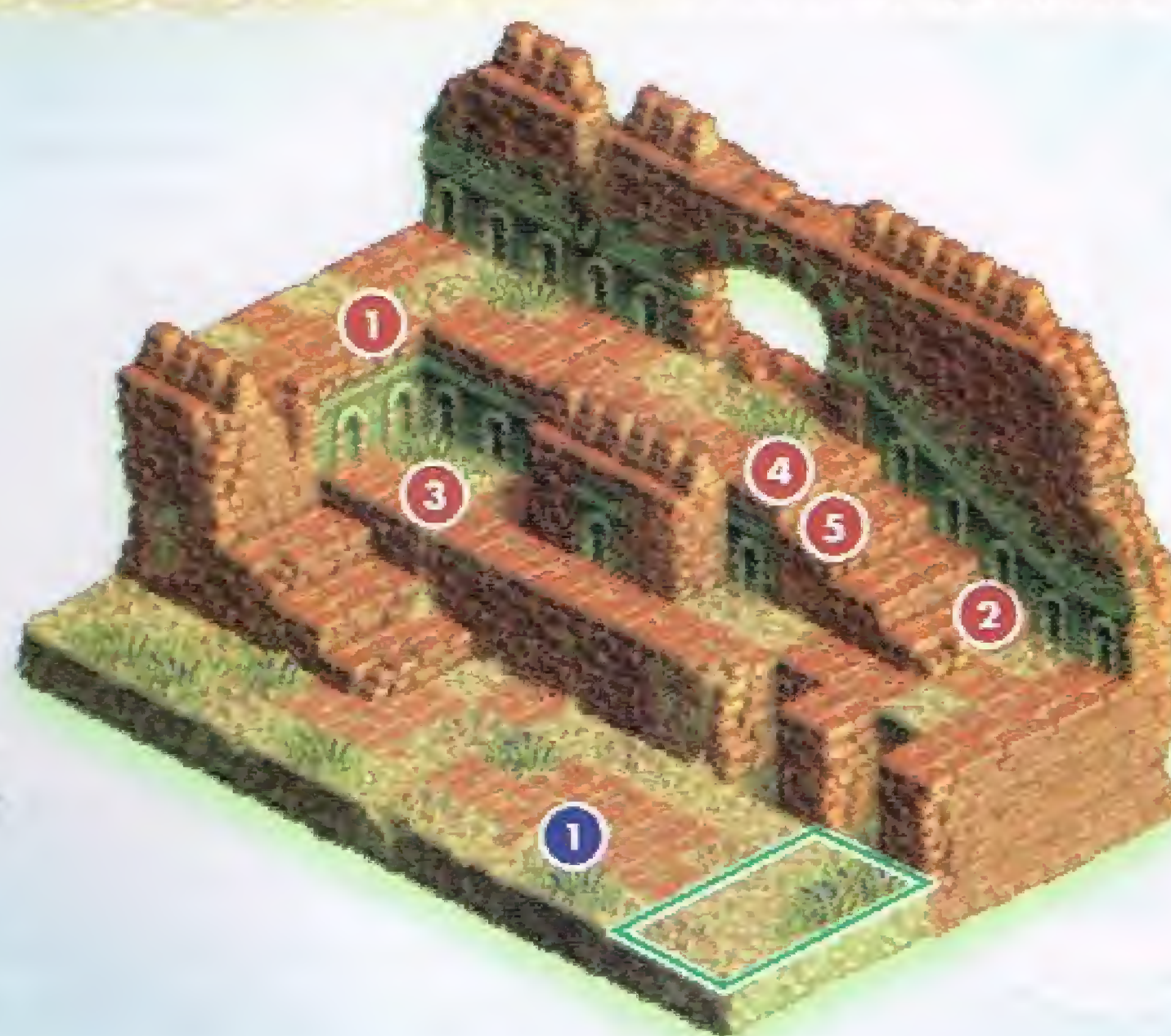
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defend the devotee and defeat all foes!	Fair, Rain	1 Devotee	5	Lightning	3050

REWARDS	AP	CP	CLAN TALENTS
Hero Tonic x5, Lanista job unlocked	30	52	Negotiation +1, Teamwork +1, Adaptability +1



Air Render

You must defend the devotee from the attacks of the Bonga Bugle Owner and Head Editor along with their bodyguards. The Owner and Head Editor are zero threats and they are easily defeated. Once they come down within range, take them out in one or two attacks. The assassin goes for the devotee straight away. Use your healer to keep the devotee at full health. When the ninja comes down, surround him and beat him down. If you have a ravager on your team, fly it up top to take on the parivir, debuffing it with attacks while the rest of the team focuses on hurting the assassin. Once they are all defeated, the lanista wants you to remember what you saw today and put it to good use, and the lanista job is unlocked.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Zengen	Parivir	29-38	4 Owner, Bonga Bugle	Berserker	1-2
2 Hayate	Ninja	29-39	5 Head Editor	Ranger	9-11
3 Saki	Assassin	28-38			

SQ138 ALL GOOD THINGS...

An unfinished love potion needs a cure.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Tramdine Fens, Waterside Hut	Fluorgis	400	20	Complete Seeking the Stone and Love-Struck, also have a Cactus Fruit x1 and a Malboro Vine x1 in inventory.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver Cactus Fruit and Malboro Vine to the Witch of the Fens.	N/A	N/A	1	N/A	3260

REWARDS	AP	CP	CLAN TALENTS
N/A	30	52	Negotiation +1



The Witch of the Fens once again helps you out.

An unfinished love potion needs a cure so take Cactus Fruit and Malboro Vine to the Witch of the Fens so she may brew a cure. Once you have it, return to Kuleek in the Moorabella region to receive your reward.

SQ139 DUELHORN

Strange things have been seen on the Sun-Dappled Trail. You investigate the area and find it's another war band of Duelhorn trying to set up advanced operations in the area!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Baptiste Hill, Sun-dappled Trail	Moorabella	400	20	Complete Grounded! Ride the airship and complete Unfamiliar Land.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Restoring MP	4800

REWARDS	AP	CP	CLAN TALENTS
Wyrmtwig x2	30	52	Teamwork +1, Adaptability +1



Grab the chest near your deployment area.

Send your fast moving units who can ignore terrain difficulty to attack the time mage and white mage immediately. Once you take them down, it makes the rest of the fight much easier. Beware the warrior's Bangaa Cry because it can put Confusion on multiple units if they are bunched up. He takes the longest to defeat though, so Disable him with your elementalists, if possible. After you take down the two annoying mages, send those forces to attack the hunter while your melee troops dispose of the thief and fencer. Once they are all defeated, the warrior leader delivers an ominous message!



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Duelhorn	Thief	20-30	4 Duelhorn	Warrior	22-32
2 Duelhorn	White mage	20-30	5 Duelhorn	Time mage	20-30
3 Duelhorn	Hunter	21-31	6 Duelhorn	Fencer	21-31

SQ140 GOUG CUP

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Goug, Goug	Goug	400	10	Complete <i>Sleepless Nights!</i> Also complete <i>Fluorgis Cup</i> and be in the month of Plumfrost.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in the entry bout!	Fair, Rain	N/A	6	Grouping	2630

REWARDS	AP	CP	CLAN TALENTS
Ewer of Darkness x1	30	52	Teamwork +2, Adaptability +1



The entry bout.

is over you face Violene, an all-viera clan. The big threats you want to take down first here are the elemental and the spellblade as they can Disable your party members, leaving them with no way to attack. After those have been defeated, take down the sniper and then all the rest. Once again, make sure you have a good team setup because you can't change it once the tourney begins.

Lastly, you face Prima Donna. It's only their four against your six, but don't be fooled! They are pretty tough for their level and they are resistant to most debuffs. They also have the ability to be immune to normal attacks, so you must use special abilities or spells on them to take them down. After you conquer them, you are the champions and are also awarded an Ewer of Darkness.

During Plumfrost, Clan Tournaments are underway in Goug. Emerge victorious from these three bouts and you become champion of the Goug Cup!

If you're concerned with following your Judge's law, these fights are a lot more difficult because you can't end your turn near anyone. Be sure to spread out and have decent ranged attacks for when your opponents don't move near you. The first bout you face all chocobo knights. These guys may not hit hard, but with all of the buffs that they add to each other, they become very difficult to take down. Try and eliminate the white rider and red rider first, since they tend to cause the most problems. The chocobo knight not on a mount runs up to fight you right away, so dispatch him quickly so he doesn't get to your back lines.

For all three of these bouts you will need ranged area attack damage. These types of attacks can come from a variety of jobs, so choose whichever is most powerful in your current arsenal. Once the first bout

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Rou	Chocobo knight	22-33
2	Random	Red rider	21-31
3	Random	Black rider	21-31
4	Random	Green rider	20-32
5	Random	Brown rider	19-30
6	Random	White rider	20-30

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Violene	White mage	21-31
2	Violene	Fencer	22-33
3	Violene	Green mage	21-31
4	Violene	Elementalist	19-30
5	Violene	Spellblade	21-32
6	Violene	Sniper	20-32

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	Mayhew	Raptor	27-38
2	Valentyne	Spellblade	26-36
3	Alvette	Fencer	26-36
4	Lili	Hunter	25-37



1



2



3

SQ141 PICNIC PLEASURE

A picnic has been scheduled to take place in the Nazan Mines. You have been charged with clearing out any monsters before the kids arrive.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Nazan Mines, Nazan Mines	Fluorgis	400	20	Complete <i>Rumors Abound</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Fire, Lightning, and Ice	4800
REWARDS	AP	CP	CLAN TALENTS		
Storm Sigil x3	30	52	Aptitude +1, Teamwork +1		



Spread out after deployment!

There is a great deal of area effect damage going on during this battle, so spread your units out as much as possible. Take a couple of healers with you to help offset the damage. An elemental is good to have here as they can heal, neutralize damage, and deal damage to the enemy. Have your melee units attack the headless while your ranged units and elemental take down and disable the red marshmallow, yellow jelly, and ice flan. Be sure to keep in mind the Judge's law on this quest. Area effect attacks like Aurablast from the fighter are great here as they do good damage and aren't tied to an element. Once you defeat the headless, finish up what's left of the jellies and take out the grenade. After you defeat these enemies, it's safe for the kids to picnic here!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Red marshmallow	20-31	4	Random	Headless	20-31
2	Random	Ice flan	20-31	5	Random	Grenade	20-31
3	Random	Yellow jelly	20-31				

SQ142 STUCK IN THE MUCK

Search for the lost wedding ring!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Tramdine Fens, Protectors' Walk	Fluorgis	400	20	Complete <i>Grounded!</i> and ride the airship.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find the lost wedding ring!	Fair, Rain	N/A	6	Ranged Weapons	4610
REWARDS	AP	CP	CLAN TALENTS		
Mythril x2, Spiral Incisor x3	30	52	Aptitude +1, Adaptability +1		



Don't forget to check the chest!

Arriving at the Protectors' Walk, search for the lost wedding ring in the clumps of grass. If you need to grab a chocobo, this area has three different kinds for your chocobo knight. Just get the chocobo you want down to critical HP and move your chocobo knight up to its side. When you do this, the Mount command appears. Make sure the chocobo has no buffs or debuffs or you can't mount it. Make for the sparkling icons on the ground to search for the wedding ring. It's not necessary to clear the enemies on this quest; once you find the ring, you're victorious. If you decide to wipe out the enemy for extra experience, take down the sprite first because it is very weak and has little health. After that, move to take down the chocobos, Disable or Silence them to stop them from buffing and healing. Once they are out of the picture, you can defeat the slow moving great tortoises. Be careful when surrounding them; they have an area effect attack.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Sprite	19-27	4	Random	Green chocobo	19-29
2	Random	Great tortoise	19-27	5	Random	Brown chocobo	19-26
3	Random	Yellow chocobo	19-26				

SQ143 WANTED: ICICLE ARK

There is a price on the heads of Clan Icicle Ark for encasing a manor and its lord in ice! For now they are confined in the Kthili Sands area, but it's up to you to defeat them and bring them to justice.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Kthili Sands, Kthili Sands	Fluorgis	400	20	Complete <i>Sleepless Nights</i> , then read notice "House on Ice."

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Icicle Ark!	Fair	N/A	6	Fire	3150

REWARDS	AP	CP	CLAN TALENTS
Cockatrice Skin x2, Mysidia Alloy x5	30	52	Aptitude +1, Teamwork +1



Defeat the Icicle Ark clan!

It seems that Clan Icicle Ark is out of its element in Kthili Sands. Be wary though, as they are hardly a weak opponent. Don't bother using Ice-based attacks as they can absorb it to regain health. You need to move up in a group and take a couple of healers with you for this battle. You should take out the parivir and summoner on the right side first; just use your full team to pulverize them. Then move to the black mage and illusionist hanging in the back and have a couple of your units start damaging the scholar. The gladiator should be the last one you kill because he is the smallest threat to your entire team. Everyone else in Icicle Ark has some amazing area effect damage they can do to you. With two healers and a time mage on your side to Slow them and using Quicken to boost your spot in the order of attacks, it won't be long before you turn the tables on Icicle Ark and claim victory.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Icicle Ark	Black mage	20-30	4	Icicle Ark	Gladiator	22-33
2	Icicle Ark	Parivir	21-31	5	Icicle Ark	Scholar	19-30
3	Icicle Ark	Illusionist	21-31	6	Icicle Ark	Summoner	20-32

SQ144 WANTED: MUSICIAN!

Only someone musically inclined can help.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
26	Aisenfield, Aisenfield	Fluorgis	400	20	Save game clear data and complete <i>The Ritual</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the perfect musician!	N/A	N/A	1	N/A	2420

REWARDS	AP	CP	CLAN TALENTS
Hero Tonic x1	30	52	Negotiation +1, Adaptability +1

Dispatch either an animist or a chocobo knight who is not currently riding a chocobo to succeed. They return in six days with your reward.

SQ145 CAKE: THE RECIPE

You travel to Diegnat Fortress seeking the lost Cake Recipe only to discover some unruly cockatrices have scattered the six pages all over the area!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
27	Fluorgis Diegnat Fortress	Fluorgis	400	20	Complete <i>Grounded!</i> and ride the airship.

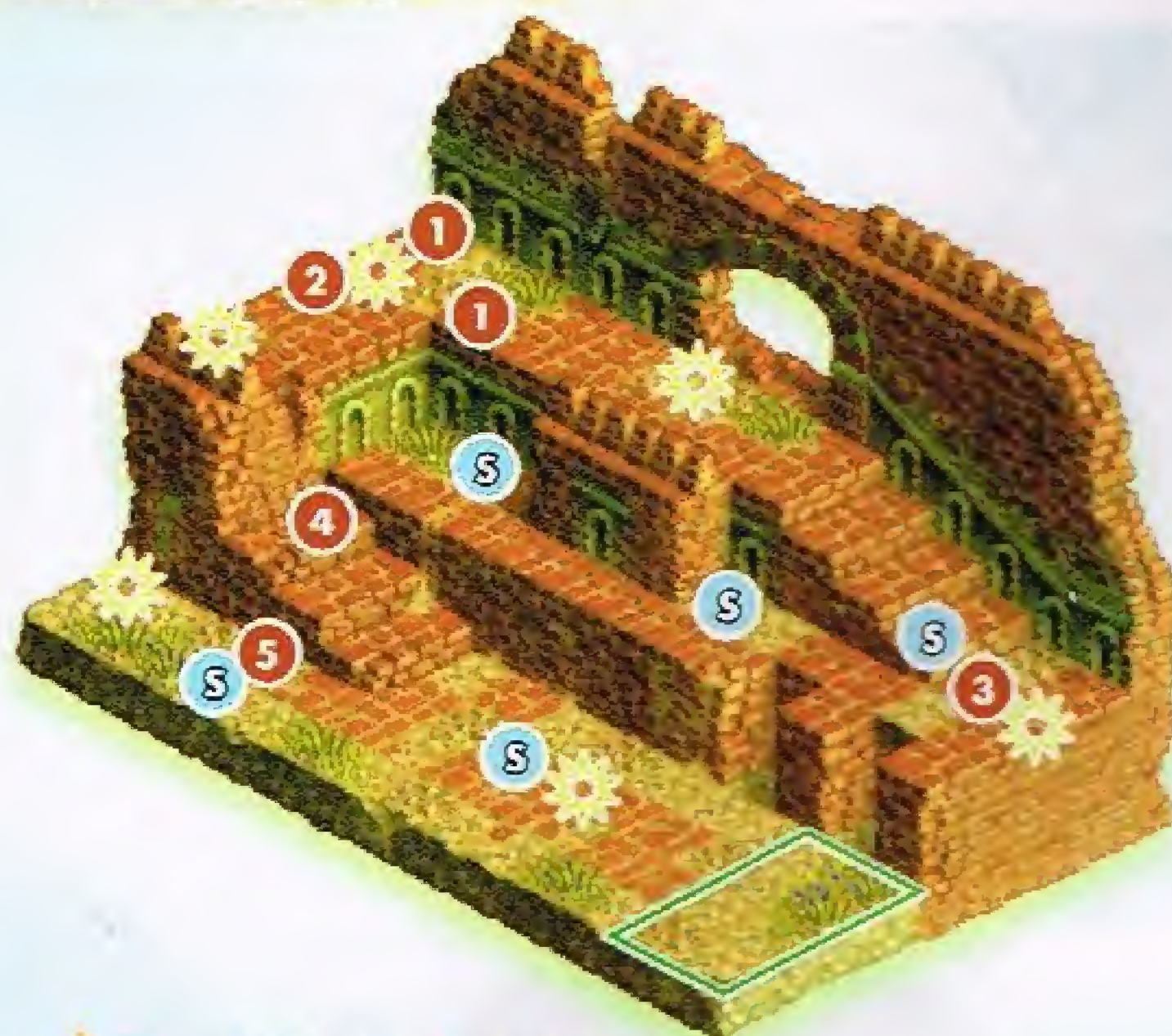
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Gather all the pages of the recipe!	Fair, Rain	N/A	6	Lightning	2590

REWARDS	AP	CP	CLAN TALENTS
Windslicer Pinion x4	30	54	Aptitude +1, Adaptability +1



Gather all of the pages!

The sparkling spots on the ground are page locations. Keep four of your units on the bottom level to handle the lamia and bloody orb quickly and send two up the right side, like a raptor or any other melee character with Faerie Shoes to take out the adamantitan and start collecting the pages on top. It is not necessary to defeat all foes here, but bringing in some weaker clan members and defeating the foes before collecting the last page can help with getting them leveled up.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Cockatrice	19-29	4	Random	Bloody orb	19-29
2	Random	Axebeak	19-31	5	Random	Lamia	19-29
3	Random	Adamantitan	19-29				

SQ146 MAINTAINING THE BALANCE

The antlions in Catsbreath Field are causing the cockatrice population to dwindle rapidly. Baran needs you to thin out the antlions.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
27	Tramline Fens, Catsbreath Field	Floorgis	400	20	Complete <i>Rumors Abound</i> and be in the month of Copperson.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Reaction abilities	4970

REWARDS	AP	CP	CLAN TALENTS
Skill x2, Giant Feather x1	30	54	Teamwork +1



Help save the cockatrice population.

Here you must face a total of five antlions. They can be defeated swiftly, and this quest is also a good opportunity to get some of your clan members who are lacking in experience some battle time. Antlions aren't much of a threat and move fairly slowly. Just make sure to take off your reaction abilities during this fight so you don't break the Judge's law.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Antlion	20-36	3	Random	Antlion	20-33
2	Random	Antlion	20-33				

SQ147 POPOCHO'S CHOCOBOS

Popocho is missing some of his chocobos!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
27	The Aldonna Range, The Aldonna Range	Moorabella	400	20	Complete <i>Mountain Watch</i> , then watch an event in Moorabella.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the chocobo and defeat all foes!	Fair, Mist	1	4	>50 Damage	4360

REWARDS	AP	CP	CLAN TALENTS
Blood Darkened Bone x4, Adamantite x3, Chocobo knight job unlocked	30	54	Teamwork +1, Adaptability +1



Save the chocobo!



Keep an eye on the chocobos.

The last area contains ice drakes, a ghost, and a zahak—all hungry for succulent chocobos! Defeat the ghost quickly and use a Phoenix Down or Raise spell on its tombstone to permanently destroy it. Once again, if you have elemental abilities and your fusilier uses Fire Shot you make quick work of the two ice drakes here. Lastly, take on the zahak. He is a bit tougher since he absorbs 10% of the damage he takes and he is not weak to Fire. Use Blind Shot on him to make him miss more and surround him with your melee to take him out, healing when necessary with your white mage. As an added bonus for saving Popocho and all his chocobos, he teaches you how to become a chocobo knight!

ADVERSARIES FIRST BATTLE

	NAME	JOB	LEVEL
1	Random	Werewolf	17-24
2	Random	Werewolf	18-25
3	Random	Zaghnal	23-25
4	Random	Wolf	23-25

ADVERSARIES SECOND BATTLE

	NAME	JOB	LEVEL
1	Random	Ice flan	17-24
2	Random	Ice flan	16-23
3	Random	Wendigo	17-23
4	Random	Wendigo	18-25

ADVERSARIES THIRD BATTLE

	NAME	JOB	LEVEL
1	Random	Ghost	20-26
2	Random	Ice drake	20-26
3	Random	Zahak	21-28



SQ148 SOMETHING'S DROPPED!

The Kihili Surveyors have come to the Skystone Lode to steal ore but after seeing all the gemstones, they decide to get those as well!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
27	Nazan Mines, The Skystone Lode	Fluorgis	400	20	Complete <i>Rumors Abound</i> and read the notice "The Kihili Surveyors."

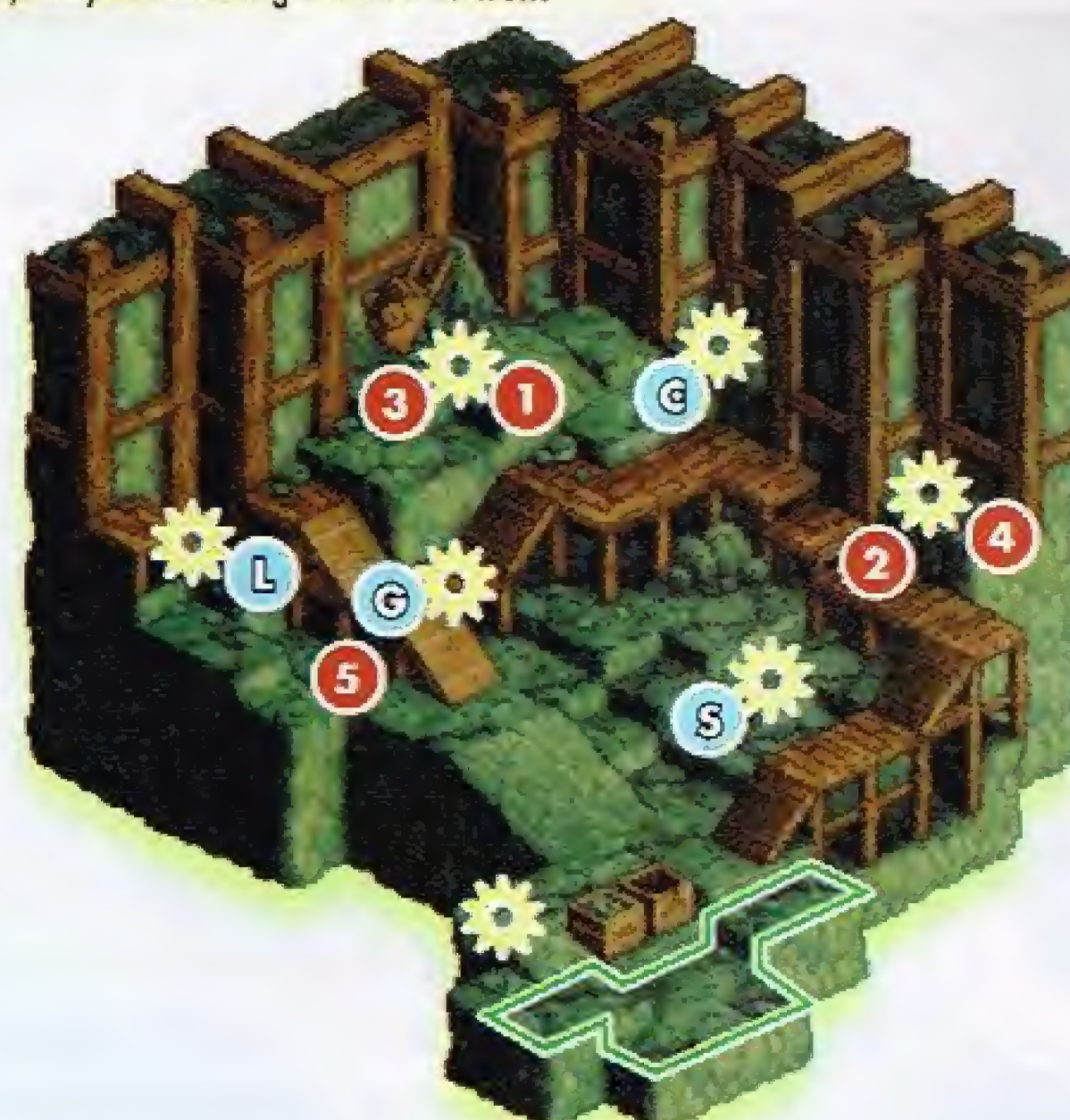
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Gather all the gemstones!	Fair	N/A	6	Reaction abilities	4820

REWARDS	AP	CP	CLAN TALENTS
Tanned Beast Hide x3	30	54	Aptitude +1, Adaptability +1



Gather all the gemstones before the Kihili Surveyors.

You need to grab those gemstones, which show up as sparkling spots on the ground, before the Kihili Surveyors. Split your team into two groups, four on the right and middle and two on the left. You can't defeat all of the enemies here because they keep coming, so you just need to fight and defeat anything in your way as you gather the gemstones. Be wary of the beastmaster because it can take control of the yellow jelly and use it to do a great deal of debuff attacks on you, disabling your actions and turning you to stone. Try to get rid of him early and ignore the thieves as they do little to hamper you. Take your fastest moving units and head to the back to grab the gemstones there, while your other units in the middle hold off the enemy and grab the gemstones close to them.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Kihili Surveyors	Thief	20-31	4 Kihili Surveyors	Yellow jelly	19-30
2 Kihili Surveyors	Thief	20-31	5 Kihili Surveyors	Yellow jelly	20-28
3 Kihili Surveyors	Beastmaster	19-29			

SQ149 WISH UPON A STAR

Head to the Zegrats Stones to investigate the falling stars that have been disturbing the peace of night.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
27	Sant D'alsa Bluff, The Zegrats Stones	Fluorgis	400	20	Complete <i>Sleepless Nights</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Entz!	Fair, Rain	N/A	6	Elemental Effects	5740

REWARDS	AP	CP	CLAN TALENTS
Darklord Crystal x2, Mahbeny x2	30	54	Aptitude +1, Teamwork +2



Protometeor.

You find an alchemist named Entz atop a high hill and he claims he's the one pulling stars down as he practices his new powers. He then decides to practice them on you! Also, at the base of the hill are some zombies and two great tortoises. In this fight you should just ignore all enemies and race to Entz. He puts out some hefty damage and you can't use your healing spells here if you want to uphold the Judge's law. Healing abilities are considered elemental if you use them to attack the undead. Once you bypass the others, surround Entz and take him down with melee attacks, since he evades magick. Once he is defeated, and the skies are safe again, you receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Entz	Alchemist	22-33	3 Random	Ghoul	22-33
2 Random	Zombie	22-33	4 Random	Great tortoise	22-31

SQ150 A TREASURED HEIRLOOM

Maat has broken his gil snapper shell and he asks you to find him a new one. Head to the Zegrots Stones to search for one.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
28	Saint D'alsa Bluff, The Zegrots Stones	Fluorgis	400	20	Complete <i>Sleepless Nights</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the gil snapper!	Fair, Rain	N/A	6	Fire, Ice, Lightning	5170

REWARDS	AP	CP	CLAN TALENTS
Spiral Vine x3	30	56	Teamwork +1



Rain of Stone.

After looking around for a while, you see the gil snapper, but there are other monsters in the area. To win, you only need to defeat the gil snapper, but clearing out the others to get the experience and loot will serve you better in the long run. Send the majority of your force against the banshees, since they have lower HP and can be trouble. Take a raptor or one of your other fast moving units directly to the gil snapper and start fighting him. This prevents him from getting too much benefit from his Rain of Stone ability. By the time you lower his health with this one unit, you should have defeated the banshees and the great tortoises. Two good jobs to have here are the spellblade and the time mage. They can really give you a boost to your actions and the spellblade can do great damage and also Immobilize targets. Once the gil snapper is defeated, you receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Gil Snapper	Adamantitan	22-36	3	Random	Banshee	22-33
2	Random	Banshee	22-34	4	Random	Great tortoise	22-33

SQ151 DEATH MARCH, II

Once again you are invited to a secret Death March battle where you must uphold the law and defeat all your foes to be acclaimed as the victor.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
28	Graszton, Shadeholme	Moorabella	400	20	Complete <i>Grounded!</i> , ride the airship, and also complete <i>Death March</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Uphold the law and defeat all foes!	Fair, Rain	N/A	6	Not Moving 1 Tile	2770

REWARDS	AP	CP	CLAN TALENTS
Lightwing Crystal x1	30	56	Teamwork +1



Get ready to begin!

This time you are only allowed to move one space and must move one space per unit each turn, no matter what else you do. Having a lot of ranged damage is very useful here, since it's going to take a while to move all the way to the opposing units. The enemy is not under the same restrictions, so they can move all over the area. Make sure to always leave space to move and not get boxed in, or you lose automatically. Your first target should be the juggler because he can use the Stop ability on you, so make sure to have someone who can either Silence or Disable his abilities lined up with him. After that you just have to contend with a parivir and a soldier up close. Have your ranged units hammer the opposing elemental, fusilier, and trickster in the back. Remember, always move at least one space per turn; if you do this, and take down all of your foes, you are victorious at the Death March once again!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Soldier	19-31	4	Random	Elementalist	19-29
2	Random	Parivir	19-33	5	Random	Fusilier	19-31
3	Random	Trickster	19-33	6	Random	Juggler	19-31

SQ152 GIMME THAT!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
28	Zedlei Forest, The Greenhall	Moorabella	400	20	Complete <i>Sleepless Nights</i> and must have a Darklord Crystal x1 in inventory.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Non-elemental Effects	5000

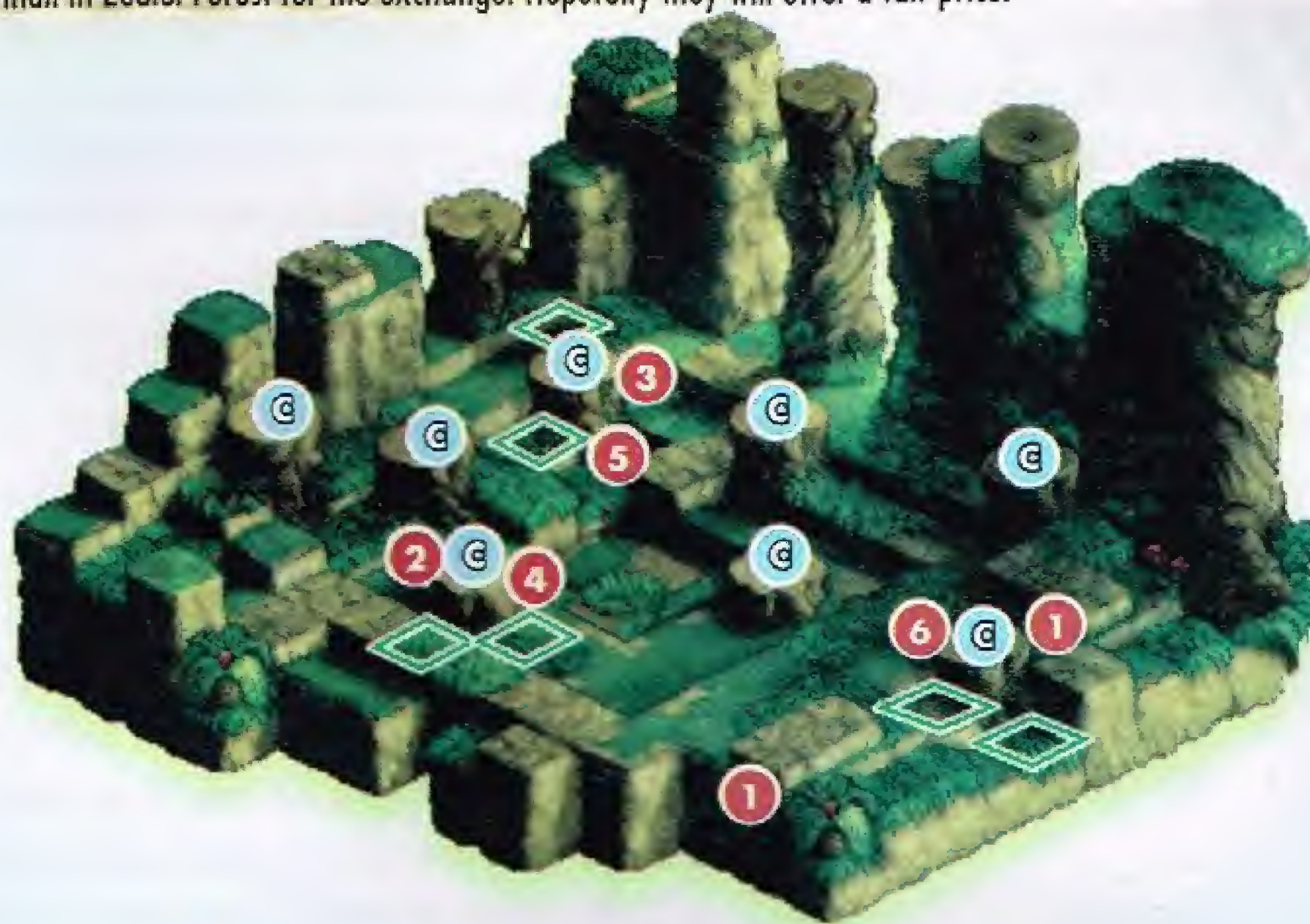
REWARDS	AP	CP	CLAN TALENTS
Blood-Darkened Bone x4	30	56	Aptitude +1



The Zedlei Consortium is cheap; teach them a lesson!

If you hand over the Dark Lord Crystal, the Zedlei Consortium will offer you 50 gil for it (if you accept you finish the quest), and if you argue, they attack! Your forces are split here and if you want the law bonus, make sure to equip your units with weapons that have elemental effects on them and only use elemental magick. Both your forces and theirs are split into three groups of two. Take down the jellies in each respective pairing. Then, work on the rangers and the berserker. Once you defeat them, you get a bonus 5000 gil from the greedy seeq that tried to betray you.

The Zedlei Consortium wants a Darklord Crystal and offers you something in return for it. Meet them at The Greenhall in Zedlei Forest for the exchange. Hopefully they will offer a fair price.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Zedlei Consortium	Berserker	24-35	4 Zedlei Produce	Red marshmallow	21-32
2 Zedlei Consortium	Ranger	23-34	5 Zedlei Produce	Ice flan	21-32
3 Zedlei Consortium	Ranger	22-33	6 Zedlei Produce	Yellow jelly	23-34

SQ153 LORD GRAYRL!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
28	Graszton, Graszton	Moorabella	400	20	Complete <i>Making Music</i> , then watch an event in Moorabella; also read the notice "Bad Clan Rising."

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Lord Grayrl!	Fair, Rain	N/A	6	Not Moving 3 Tiles	5110

REWARDS	AP	CP	CLAN TALENTS
Wyvern Wing x2, Viking Job Unlocked	30	56	Negotiation +1, Teamwork +1

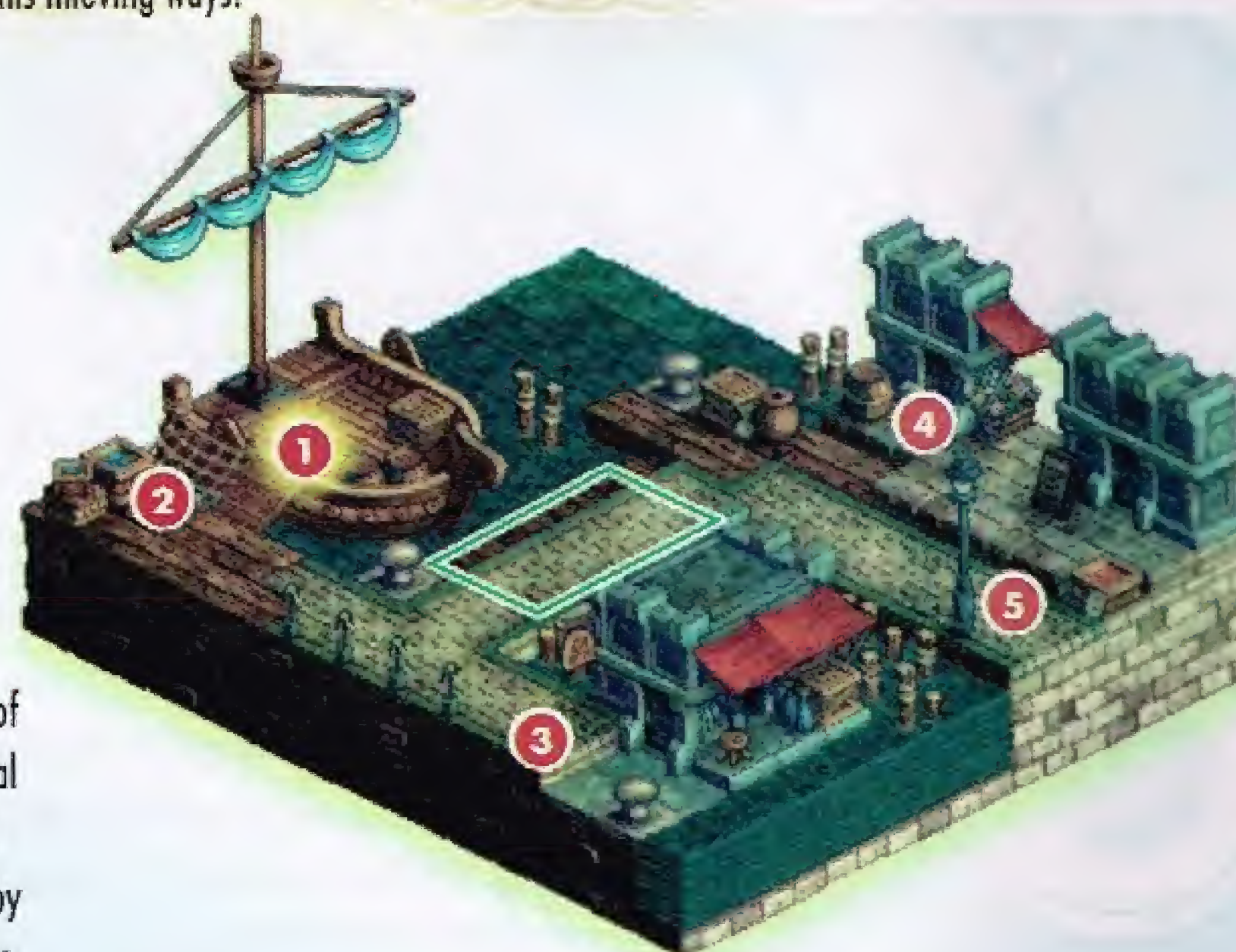


Lord Grayrl is a tad greedy.

You only need to defeat Lord Grayrl here, but defeating the rest of his pirate gang grants you some extra booty. If you have the Steal Accessory ability, make sure you get the items off of Lord Grayrl before you defeat him. These items include a Golden Amulet, Ruby Earring, and Fortune Ring, all of which are excellent accessories to equip in battles where you need to be immune to certain debuffs.

You may want to split your forces to take on these pirates, since you start in the middle of them. Have a strong ranged damage job and two well-armored melee units head to the right and the rest of your team to the left. The left side needs to include your thief if you mean to steal Lord Grayrl's accessories. Take down the juggler and thief on the left first; they have very low HP and their abilities hinder your team. The vikings on the right are straightforward damage dealers and can be beaten by your three units. Spend some time trying to get the accessories if you can. If not, get your whole team together and vanquish Lord Grayrl. When you defeat him, you unlock the viking job and receive your reward.

The Veluga Pirate, Lord Grayrl, has been masquerading as a merchant and running a gem selling scam. Put a stop to his thieving ways!



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Lord Grayrl	Viking	22-33	4 Veluga Pirates	Viking	21-32
2 Veluga Pirates	Thief	21-31	5 Veluga Pirates	Viking	21-32
3 Veluga Pirates	Juggler	20-31			

SQ154 TEACH A MAN TO FISH

Help Enchan drive off the monsters at his fishing hole so he can continue his training to become a master fisherman.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
28	Tramline Fens, Demonroot Bog	Fluorgis	400	10	Complete <i>A Request</i> and the following battle; also complete <i>I Want to Forget</i> .

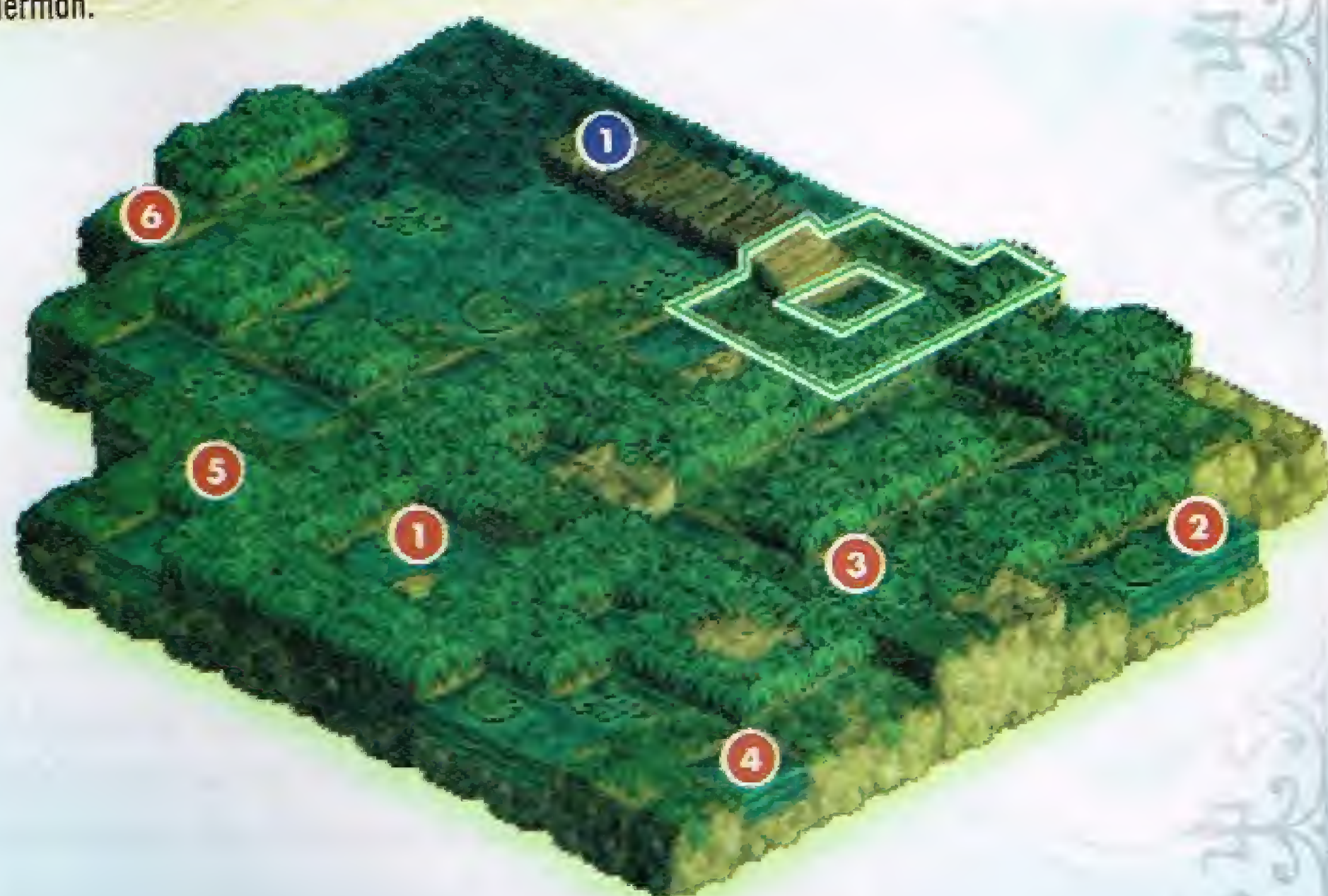
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Enchan and defeat all foes!	Fair, Rain	1 Enchan	5	Harming nu mou	4260

REWARDS	AP	CP	CLAN TALENTS
Screamroot x1	30	56	Negotiation +1, Teamwork +1



Fiery Blow.

Apparently, the monsters don't want Enchan to fish in this area. Make sure you send two members of your team to block the wendigo at the upper left because he goes right for Enchan most of the time. Have the rest of your team in the middle to fight the nagaraja and hellhound. If you have someone with Holy based attacks, they are highly effective against the hellhound and help you take it down quickly. The tortoise types are all at the bottom of the map. Send in some melee units—a raptor works well—to crush their armor, making them much easier to damage. Be careful about being lined up in this fight, or the wendigo and hellhound can hit a large number of your team at once. After all the monsters are defeated, the fishing hole is safe for Enchan.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Hellhound	32-41	4	Random	Adamantitan	33-42
2	Random	Rocktitan	31-40	5	Random	Nagaraja	32-41
3	Random	Rocktitan	29-38	6	Random	Wendigo	30-39

SQ155 THE CAT'S MEOW

Protect Roye, the seer, from attacking monsters!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
28	The Rupie Mountains, Fields of Dancing Snow	Moorabella	400	20	Complete <i>Sleepless Nights</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Roye and defeat all foes!	Snow	1 Roye	6	Ranged Weapons	6150

REWARDS	AP	CP	CLAN TALENTS
Einherjarium x3, Orichalcum x2, Seer Job Unlocked	30	56	Teamwork +1



Don't forget about the chest!

Split your units up into two groups. Use a raptor and ninja with Faerie Shoes to scale the cliff and start assaulting the wendigo and zaghnal. The rest of the team needs to make its way around and start heading up. Have your raptor fly over and past the monsters, so she can help defend Roye from the wolves. Use the rest of your team to take out the other units. Beware the wendigo! It can Immobilize you and it hits very hard. Be sure to have at least one good healer with you while you are fighting these monsters. Once they are all defeated, Roye teaches you how to become a seer.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Torst	Zaghnal	23-34	4	Random	Wendigo	20-31
2	Random	Wolf	15-26	5	Random	Wendigo	21-32
3	Random	Wolf	14-25				

SQ156 THE SUN SEAL

Once again you are tasked to press a seal against the Stone with No Name.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
28	Graszton, Shadeholme	Camoa	400	20	Complete <i>Mountain Watch</i> , then watch the event in Moorabella; also complete <i>Bonga Bugle</i> — <i>Silversun</i> and <i>The Moon Seal</i> .	
OBJECTIVE						
Examine the Stone with No Name.		WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
		Fair, Rain	N/A	6	Items	3590
REWARDS				AP	CP	CLAN TALENTS
Dragon Bone x2, Onion x2				30	56	Aptitude +1, Teamwork +1

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Ghost	14-23
2 Random	Wraith	14-23

ADVERSARIES

NAME	JOB	LEVEL
1 Random	Zoghna	17-25
2 Random	Thunder drake	17-25

Be sure not to attack units that are right next to you or you lose the Judge's favor. Here is where Aurablast from your fighter's Pugilism abilities comes in handy as well as Air Render for both the fighter and white monk skill set. Make great use of your elementalists here to attack from afar. Anyone with the Counter ability on should just hang back so they don't automatically attack anyone that attacks them. After you defeat all the monsters, it is now clear for Mauri, No-name Researcher, to investigate.



Press the Sun Seal to the Stone with No Name.



SQ157 TO BE A SPELLBLADE

Hana needs your help with her trial to become a spellblade!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS	
28	Moorabella, Reighlard Forest	Moorabella	400	20	Complete Rumors Abound.	
OBJECTIVE						
		WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Hana and defeat 10 foes!		Fair	1 Hana	3	Actions by Gria	8190
REWARDS				AP	CP	CLAN TALENTS
Unpurified Ether x2, Spellblade Job Unlocked				30	56	Teamwork +2, Adaptability +2



Protect Hana!

This fight is in a small arena, so you don't need to move much to engage your foes. Make sure you bring one strong healer with you since you need to make sure Hana survives the fight. You want at least one class that does very high damage very quickly here. Your ninja may be a good choice for this action and the parivir is also favorable. When you start the fight, you face three viera. All of the enemies you face here are viera of different jobs. This trial basically tests you against nine opponents of might and magick; when the tenth opponent arrives



ADVERSARIES

NAME	JOB	LEVEL
1 Random	Fencer	20-31
2 Random	Green mage	19-30

you face a spellblade! Always go after the magick users first, since they are the faster kills and can cause you the most problems. Keep an eye on Hana's health. She is a great asset because she can heal and she has the Doublecast ability, making her very powerful. Once you defeat all enemies, you also pass the trial to be a spellblade and unlock the job.

SQ158 'TIS THE SEASON

Help out the Center for Mimic Control by holding off the mimics in Lava Run long enough to get the magickal device working.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	The Neslowe Passage, Lava Run	Goug	400	20	Complete <i>A Request</i> and the following battle, then be in the month of Silversun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Buy time for four rounds!	Fair, Rain	N/A	6	HP ≤ 20	6220

REWARDS	AP	CP	CLAN TALENTS
Clear Sap x1, Magick Fruit x1	30	58	Teamwork +1, Adaptability +1



Make your way past the mimics to the treasure chest.

The main objective here is to survive for four rounds, so make sure you have at least two healers with you. Make your way to the top of the mountain, defeating any mimics in your path. The instant you defeat a mimic it reappears somewhere else on the map. Your main priority should be to get to the top and spread out, make sure to get the treasure, which contains the weapon Madu. You need to have a raptor or ravager, or someone wearing Faerie Shoes to reach the chest. Keep everyone healed and take control of the top area. If you can keep it that way for four rounds, victory is yours.



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Mimic	22-31
2	Random	Mimic	21-30
3	Random	Mimic	24-33

	NAME	JOB	LEVEL
4	Random	Mimic	23-32
5	Random	Mimic	23-31

SQ159 BANBANGA!

The Tri-Bangaa Temple monks wish to test you to see if you are worthy to be taught their devastating martial arts.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	Nazan Mines, Gorday Mine	Fluorgis	400	20	Complete <i>Grounded!</i> and ride the airship.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Targeting Self	5340

REWARDS	AP	CP	CLAN TALENTS
Body Ceffyl x4, Master Monk Job Unlocked	30	58	Teamwork +1



Prove your worthiness and learn the master monk job!

The monks need to see you in battle to judge your skills. Get ready for a fight against these white monks and master monks. Monks can deal out a great deal of damage and have a decent evade rate. Position a heavily armored unit on the left and right side of the deployment area to slow them down. A time mage here is helpful for their Slow spell and to add Haste to your units. Make sure to bring a couple of healing units with you. An elemental is a good choice for damage and heal spells, both single target and area effect. Try to take down the master monks first because they have some damaging attacks that can take you out quickly. Hasting your healer is a good idea here in case you get in a jam. Once you defeat all of the monks, they marvel at your battle prowess and agree to teach you how to be a master monk. This unlocks the master monk job for any bangaa in your clan.



ADVERSARIES

	NAME	JOB	LEVEL
1	Bangaa Monks	White monk	18-29
2	Bangaa Monks	White monk	17-25

	NAME	JOB	LEVEL
3	Bangaa Monks	Master monk	19-29
4	Bangaa Monks	Master monk	18-27

SQ160 BONGA BUGLE — GREENFIRE

The Head Editor needs some help at the Bonga Bugle, but first you must pass the interview process!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	Moorabella, The Snowdust	Moorabella	400	4	Complete <i>Rumors Abound</i> , then read notice "The Bonga Bugle" and be in the month of Greenfire.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Pass the interview.	N/A	N/A	1	N/A	2
REWARDS	AP	CP	CLAN TALENTS		
N/A	10	N/A	N/A		



The correct answer.

Asking you to sum up a description of him, you must give the correct answer: "Simply lovely." He then tells you to go to Fluorgis to check out a strange Judge law, "Being Robbed."

SQ161 WALL OF FLAME

Repel your enemies!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	Goug, Firewyrn Mount	Goug	400	20	Complete <i>A Request</i> , then investigate the well next to the tree in <i>Odd Places</i> before completing that quest.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Endure the enemy's attack for 3 rounds!	Fair, Rain	N/A	6	Ice	4270
REWARDS	AP	CP	CLAN TALENTS		
Gold Chalice x1	30	58	Teamwork +1, Adaptability +1, Aptitude +1		

Your starting point is the designated area, so leave your party there and defeat the encroaching bombs as they come within range. Be careful of the bombs' Self-destruct ability. Make sure that if you take one down to critical HP, you can take it out before it has the chance to self destruct.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Bomb	20-33	5	Random	Bomb	21-26
2	Random	Bomb	20-35	6	Random	Bomb	21-24
3	Random	Bomb	20-36	7	Random	Bomb	21-24
4	Random	Bomb	20-34				

SQ162 FOODSTUFFS: APPEARANCE

It's time to get some more foodstuffs for the poison tasters guild, Iron Stomach! Head to Caravan Trail to help get the required ingredients.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	The Bisga Greenlands, Caravan Trail	Moorabella	400	20	Complete <i>Rumors Abound</i> and also complete <i>Foodstuffs: Aroma</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Procure the requested ingredients!	Fair, Rain	1 Tromel	6	Fire, Ice, Lightning	5920
REWARDS	AP	CP	CLAN TALENTS		
Waterwyrd Crystal x1	30	58	Aptitude +1		



Use the clue.

The clue given to you indicates that you need to kill three yellow jellies, no more no less, but you can kill as many of the red marshmallows and ice flans as you want or need to in order to get yellow jellies to appear. Once you have defeated all three, talk to Tromel and you receive your reward. Bring a couple of healers here with you and a time mage to make this quest easier. The only thing you need to be concerned with here is the Acid attack the yellow jelly and ice flan can perform. It has multiple debuffs, one being Stone, so make sure you can cure it with a Gold Needle or the Esuna ability. The first yellow jelly is at the very top, so rush up there with your three fastest units to take it down quickly. Each time you defeat one, another appears shortly afterwards. So defeat as many as it takes to get the three yellow jellies to come out and that's all.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Red marshmallow	20-31	4	Random	Ice flan	20-31
2	Random	Red marshmallow	19-30	5	Random	Yellow jelly	21-32
3	Random	Ice flan	21-32				

SQ163 GRASZTON CUP

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	Graszton, Graszton	Graszton	400	10	Complete <i>Wanted: Gilmunto</i> , then watch the event in Graszton, then complete <i>Camoa Cup</i> and be in the month of Ashleaf.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in each bout.	Fair, Rain	N/A	4	Opportunity Commands	4030
REWARDS	AP	CP	CLAN TALENTS		
Ice Sigil x2, Corsage of Corruption x1	30	58	Teamwork +2, Adaptability +1		



The final bout.

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Humeism	Soldier	11-49
2	Humeism	White mage	8-49
3	Humeism	Black mage	9-45
4	Humeism	Blue mage	11-47

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Random	Archer	8-49
2	Random	Archer	11-47
3	Random	Hunter	11-49
4	Random	Hunter	9-45

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	Lord Grayrl	Viking	11-49
2	Veluga Pirates	Thief	8-49
3	Veluga Pirates	Juggler	9-45
4	Veluga Pirates	Viking	11-47



SQ164 RANCHER'S REQUEST - GREEN Yew needs a green chocobo for his ranch!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	Targ Wood, Muskmallow Field	Camoa	400	20	Complete <i>Rumors Abound</i> and <i>Rancher's Request-Black</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the green chocobo to Yew.	N/A	N/A	1	N/A	1750
REWARDS	AP	CP	CLAN TALENTS		
Gold Chalice x3	30	58	Adaptability +1		



Capture the green chocobo!

Yew wants you to capture a green chocobo for him, since they're too fast for him to catch on his own. Bring the chocobo to his ranch at Muskmallow Field. The best place to capture a chocobo is the repeatable quest, *Seeding the Harvest*. Which chocobo appears there is random, so you may need to face that battle more than once. Remember that in order to mount a chocobo, you must get it down to critical HP and it must have no buffs or debuffs on it.

SQ165 THE NATURAL ORDER

By previously defeating the antlions to help out the cockatrice population, you created an imbalance. Now the cockatrices are overgrazing and destroying all the grasses!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
29	Tramdine Fens, Catsbreath Field	Fluorgis	400	20	Complete <i>Sleepless Nights</i> and also complete <i>Maintaining the Balance</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Grouping	3290
REWARDS	AP	CP	CLAN TALENTS		
Alraune Drill x4, Succulent Fruit x1	30	58	Teamwork +1		



These creatures like to Peck you!

Go in and thin out the number of cockatrices. Fighting these cockatrices is pretty straightforward. They have very low damaging attacks, but are very fast and they self Haste. Just send up your whole team and take them down because you should have nothing to fear from their Peck attacks or low damage area attacks.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Cockatrice	22-36	3	Random	Cockatrice	22-36
2	Random	Cockatrice	22-38				

SQ166 A LADY'S INSISTENCE

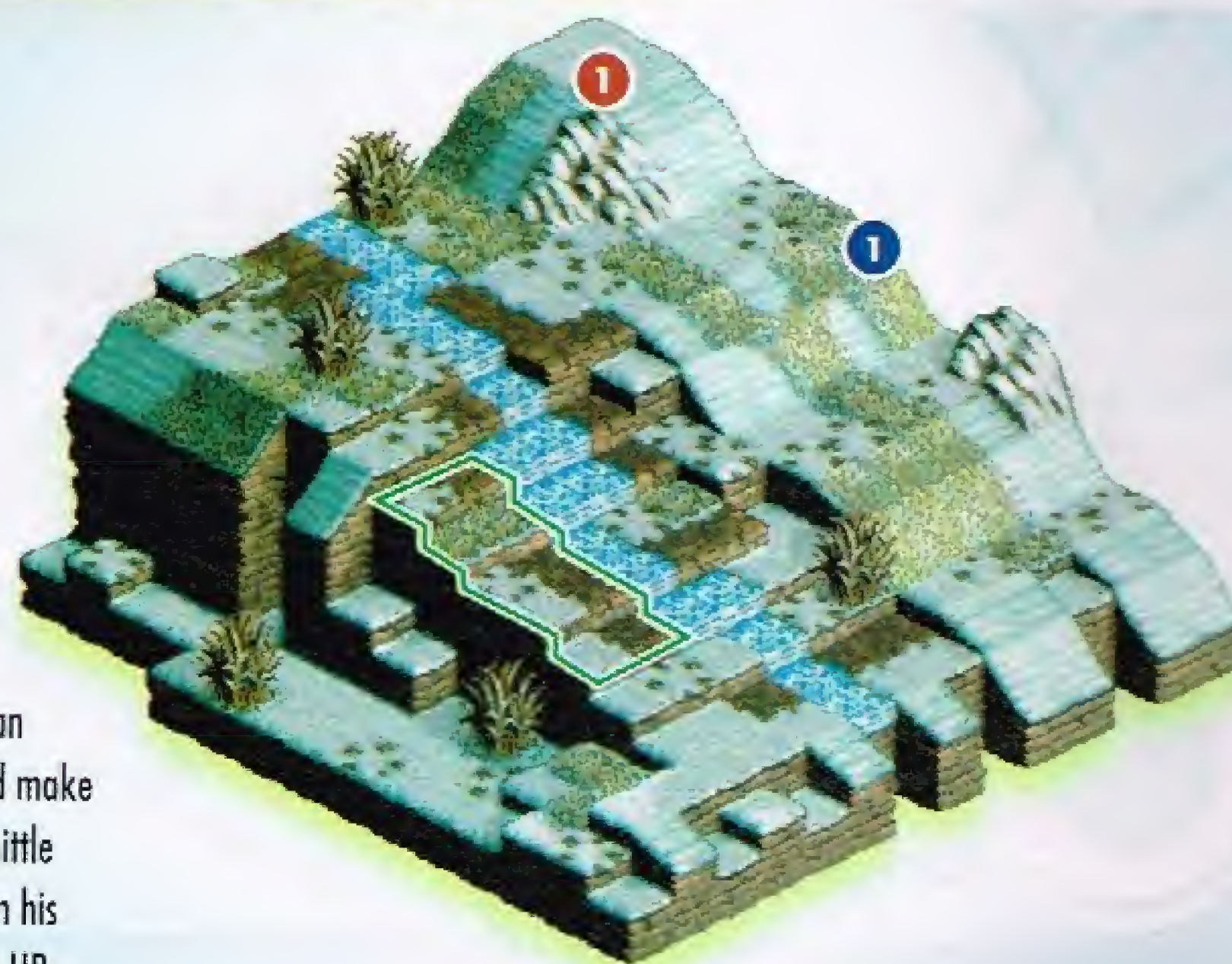
Syrenead can once again use your help with a troublesome wyrm.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Moorabella, The Snowdust	Moorabella	400	20	Complete <i>Seeking the Stone</i> and <i>A Lady's Persistence</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Syrenead and weaken the ivory wyrm!	Fair, Snow	1 Syrenead	6	Harming the Weak	8510
REWARDS	AP	CP	CLAN TALENTS		
Beastlord Horn x2	30	60	Teamwork +2, Adaptability +2		



Use your ranged attacks.

Syrenead needs help removing the horn from her wyrm so that her neighbors won't complain as much about his presence. You can accomplish this with very little trouble. Just stay at a distance and make sure you use ranged abilities and not just ranged attacks, and whittle away his health until he is weakened. He never moves down from his spot, so it just takes time. Once you get the wyrm down to critical HP, you are victorious!



ADVERSARIES

	NAME	JOB	LEVEL
1	Ivory Wurm	Nogarajo	31-41

SQ167 ABDUCTED!

These four foes seek to keep you from rescuing the girl. Teach them the foolishness of that idea!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Aisenfield, The Ligrass Headland	Fluorgis	400	20	Complete <i>Sleepless Nights</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Actions by seer	4970
REWARDS			AP	CP	CLAN TALENTS
Godwood x3			30	60	Teamwork +2, Adaptability +2



Make your way through these opponents!

Take the fight to these guys as quickly as you can. Place your ninja with Faerie Shoes and a raptor with Sprint Shoes on the front lines during deployment. Both of these units are super fast and have no penalty for moving up heights now. Send them both up to hit the blue mage, then the archer. You don't want him to shoot your weaker armored characters while they're trying to get up to the pool. While they're fighting the blue mage, ninja, and archer, have the rest of your team head up the right side and concentrate your attacks on the seer. Once you have defeated the seer, move these units to help clean up anything left of the blue mage and his pals. Once they are all defeated, rescue the female and get a little surprise!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Archer	21-31	3	Random	Blue mage	22-33
2	Random	Ninja	20-32	4	Random	Seer	21-31

SQ168 BONGA BUGLE — COPPERSUN

Do you have what it takes to pass the interview?

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Moorabella, The Snowdust	Moorabella	400	4	Complete <i>Sleepless Nights</i> , then read the notice "The Bonga Bugle" and be in the month Coppersun.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Pass the interview.	N/A	N/A	1	N/A	2
REWARDS			AP	CP	CLAN TALENTS
N/A			10	0	N/A



Yes, Prima Donna!!!

It's Coppersun, and time to see if you've got what it takes to help out the Head Editor of the Bonga Bugle. To pass this interview, remember that Prima Donna fans are preferred.

SQ169 BUG HUNT (PART 1)

Near the Formo Brook, one of the antlions you're looking for is hiding near a river bank. In order to capture the blue antlion, you'll need to defeat all other monsters without defeating it.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Zedlei Forest, Formo Brook	N/A	N/A	N/A	N/A
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes except the blue antlion!	Fair, Rain	N/A	6	Ice	N/A
REWARDS			AP	CP	CLAN TALENTS
N/A			N/A	N/A	N/A



Capture the blue antlion!

Again, be sure not to have people with Counter enabled near the blue antlion or you could inadvertently slay it if it attacks you. Take down the chocobo first, as it can heal its monstrous allies. Be sure not to use Earth-based attacks or weapons on this quest, because antlions just absorb the Earth-based damage for HP. Take your magick users to the left side to quickly eliminate the great tortoise, while your melee unit heads right to get rid of the chocobo. Then take out the two normal antlions without defeating the blue antlion, and you can successfully capture your prey.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Nehl	Pit beast	19-31	3	Random	Great tortoise	19-29
2	Random	Antlion	19-29	4	Random	Chocobo	19-29

SQ170 BUG HUNT (PART 2)

When you reach the Bisga Greenlands, you see the green antlion you seek is being protected by four red antlions!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	The Bisga Greenlands, The Bisga Greenlands	N/A	N/A	N/A	N/A

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes except the green antlion!	Fair, Rain	N/A	6	Fire	N/A

REWARDS	AP	CP	CLAN TALENTS
N/A	N/A	N/A	N/A



Don't forget the chest!

If you have Wind-based magick users or weapons, make sure to have them in your party because these foes are weak to Wind attacks of all kinds. Be sure to line up your heavy armored units in front to take the brunt of the initial assault and send a fast character to snag the chest. Watch the green antlion's HP in case you Counter its attacks or it gets hit by some of your area effect attacks. Good ways to eliminate these critters are to surround them and focus ranged attacks on them or to corral them in one area and use area effect attacks.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Shig	Pit beast	19-31	2 Random	Antlion	19-29

SQ171 BUG HUNT (PART 3)

A white antlion has been attacking travelers on the road. See what you can do to help out.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Moorabella, The Snowdust	Moorabella	400	20	Complete Grounded! Ride the airship.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes except the white antlion!	Fair, Rain	N/A	6	Lightning	2650

REWARDS	AP	CP	CLAN TALENTS
Fire Sigil x4, Wing Sigil x3	30	60	Apititude +2



Capture the white antlion.

Entering the Snowdust area, you see the white antlion that has been attacking travelers on the road. You must defeat all the monsters here except the white antlion, so you can capture it. Starting at the bottom of the hill, prepare to send ahead a raptor and a ninja, equipped with Faerie Shoes if you have them. Send these two units up the mountain, since they can ignore elevation and flank the foes, taking down one of the lamia quickly.

Send the rest of your team around the bottom against the remainder of the forces. While these units are engaged with them, your raptor and ninja can hit them from behind when they finish with their primary targets. The only enemy abilities to really watch out for are Poisonous Frog and Night. Both cause debuff problems, so make sure you can cure them. Also, be very careful about having heavy melee hitters with Counter anywhere near the white antlion, or you could accidentally destroy it and fail the quest.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Eidra	Pit beast	19-31	4 Random	Werewolf	19-29
2 Random	Sprite	19-29	5 Random	Lamia	19-29
3 Random	Werewolf	19-29			

SQ172 FOODSTUFFS: NUTRITION

It's time again to get some more ingredients for Iron Stomach!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	The Galenno Deep, Sealed Reach	Moorabella	400	20	Complete <i>Sleepless Nights</i> and <i>Foodstuffs: Appearance</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Procure the ingredients requested.	Fair	1 Tromel	6	Copycat	3780

REWARDS	AP	CP	CLAN TALENTS
Demon Feather x2, Adamantite x2	30	60	Adaptability +2



Travel to the Sealed Reach and defeat four floating eyes to have enough ingredients to make the food Tromel needs. There are also ahriman here and you can defeat as many as needed, but remember to defeat only four floating eyes to win. The ahriman can Confuse your characters and attempts to do so constantly, so don't be overly concerned with the Judge's law here, unless you have equipment preventing this debuff. Focus instead on killing the four floating eyes as quickly as possible by dividing your team into two groups with one unit capable of healing in each one. Have a character, preferably a ranged or healer type, stay by Tromel so once you get your fourth eye you can talk to it and immediately claim victory.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ahriman	23-34	4	Random	Floating eye	20-31
2	Random	Ahriman	21-32	5	Random	Floating eye	19-30
3	Random	Ahriman	22-33				

SQ173 HOUSE BOWEN'S CHALLENGE

House Bowen has challenged you to a Speed Battle using a rafflesia as the mark!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Targ Wood, Targ Wood	Moorabella	400	20	Complete <i>Grounded!</i> , ride the airship, and complete <i>Showdown</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speed Battle vs. House Bowen	Fair, Rain	1 Bowen 2 Tweigel 3 Loa, 4 Veis	4	Targeting Self	4590

REWARDS	AP	CP	CLAN TALENTS
Water Sigil	30	60	Teamwork +2



Make sure to bring a time mage with you and either use Haste or, if you have it, Hastega. This massively increases your speed, which is key here. Whoever lands the last blow wins! With over 1,000 hit points, the rafflesia is no weak foe. This challenge can be difficult because once you get in close, it starts doing a lot of area effect attacks from its body, including Bewildering Cloud. This places Confuse on units who don't resist it. Another area effect attack, Soporific Cloud, can put you to Sleep. You can either take units with good ranged damage like a black mage for Fire spells, which it is weak against, or a fusilier with Fireshot. If you want to fight up close, try to wear gear that has immunity to Confuse. House Bowen has no means of countering this, so you should have a fairly easy time defeating them.



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Rafflesia	27-37

SQ176 A SMALL FAVOR

Lend your aid!

Go to Demonroot Bog in Tramline Fens, then go to Corpolk Field near Goug. The destination changes each time you complete the quest. Once you have completed it five times, it ceases to be available.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Tramline Fens, Demonroot Bog	Fluorgis	400	20	Complete <i>The Ritual</i> , <i>I Want to Forget</i> , and <i>Gifted One</i> . Have Ether x1.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit the designated area.	N/A	N/A	N/A	N/A	7880
REWARDS	AP	CP	CLAN TALENTS		
Wyvern Wing x1	30	60	Negotiation +2		

SQ177 STRONG LADY

The Night Dancer, one of the leaders of Duelhorn, has been fighting other clans and dragging the losers off to unknown locations. Put a stop to this nefarious scheme!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Camoa, Shaug Tablelands	Moorabella	400	20	Complete <i>Sleepless Nights</i> and <i>Making Port</i> , then read the notices "Duelhorn" and "An Invitation from Duelhorn".
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Night Dancer!	Fair, Rain	N/A	6	Harming the Weak	5320
REWARDS	AP	CP	CLAN TALENTS		
Windgod Crystal x1, Mythril x4	30	60	Negotiation +2, Teamwork +2		



Teach this Duelhorn leader a much deserved lesson.

This can be a fairly easy battle if you take your units with the highest health and heaviest armor and plant them at the bridges so no one can get past them. The white monks try to Berserk your team members, so if you have equipment to make you immune to Berserk, put it on before battle. While your units hold the line at the bridges, unleash ranged attacks on the enemy. If properly equipped, build up your Smash Gauge and unleash a Scion's Wrath on these foes.

Be careful of using Fire here since a few of the Duelhorn members absorb it for health. Once you've beaten the white monks, have your raptor and ninja engage the Night Dancer while the rest of your team cleans up the other Duelhorn members. Debuffs don't work on the Night Dancer, so don't bother trying it. He has a Lancet ability that damages you and returns HP to himself, so just keep him busy until the rest of your team arrives to take him down.

ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	The Night Dancer	Trickster	30-41	4	Duelhorn	Gladiator	24-35
2	Duelhorn	White monk	23-34	5	Duelhorn	Templar	24-35
3	Duelhorn	White monk	22-33				

SQ178 WANTED: FLORAXION

A giant mutated plant named Floraxion needs to be put down. Head to Flutegrass Bluff and make sure this unruly weed can't hurt anyone else.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Baptiste Hill, Flutegrass Bluff	Moorabella	400	20	Complete <i>Making Music</i> , then watch the event in Moorabella. Complete <i>Wanted: Flora</i> , and read the notice "A Growing Problem."
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Floraxion!	Fair, Rain	N/A	6	Actions by viera	6760
REWARDS	AP	CP	CLAN TALENTS		
Putrid Liquid x2, Malboro Vine x1, Malboro Flower x1	30	60	Teamwork +2, Adaptability +2		



Those great malboros look hungry!

Floraxion isn't alone! It also has two great malboros by its side. Split into two groups, one for each malboro, then converge on Floraxion. This ferocious flower has the Seed ability and can spawn malboro allies, but never more than two at a time. Equip as much debuff protection gear as you can because all of these enemies attacks inflict debuffs in one form or another, including Slow, Sleep, and Blind. You can't put any debuffs on Floraxion either, so don't even try. The best method of taking it down is by using Fire attacks and weapons, but also have your melee units with the Counter ability surround it. When Floraxion does its area effect Vine Lash, all of your units there get to Counter it, causing enormous damage for that turn. Keep at least one healer back to help anyone severely damaged and be ready to fight for awhile—Floraxion has a lot of health!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Floraxion	Rafflesia	25-36	3	Random	Great malboro	24-34
2	Random	Great malboro	24-35				

SQ176 A SMALL FAVOR

Lend your aid!

Go to Demonroot Bog in Tramdine Fens, then go to Corpolk Field near Goug. The destination changes each time you complete the quest. Once you have completed it five times, it ceases to be available.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Tramdine Fens, Demonroot Bog	Fluorgis	400	20	Complete <i>The Ritual, I Want to Forget</i> , and <i>Gifted One</i> . Have Ether x1.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Visit the designated area.	N/A	N/A	N/A	N/A	7880
REWARDS	AP	CP	CLAN TALENTS		
Wyvern Wing x1	30	60	Negotiation +2		

SQ177 STRONG LADY

The Night Dancer, one of the leaders of Duelhorn, has been fighting other clans and dragging the losers off to unknown locations. Put a stop to this nefarious scheme!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Carnoa, Shaug Tablelands	Moorabella	400	20	Complete <i>Sleepless Nights</i> and <i>Making Port</i> , then read the notices "Duelhorn" and "An Invitation from Duelhorn".
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Night Dancer!	Fair, Rain	N/A	6	Harming the Weak	5320
REWARDS	AP	CP	CLAN TALENTS		
Windgod Crystal x1, Mythril x4	30	60	Negotiation +2, Teamwork +2		



Teach this Duelhorn leader a much deserved lesson.

This can be a fairly easy battle if you take your units with the highest health and heaviest armor and plant them at the bridges so no one can get past them. The white monks try to Berserk your team members, so if you have equipment to make you immune to Berserk, put it on before battle. While your units hold the line at the bridges, unleash ranged attacks on the enemy. If properly equipped, build up your Smash Gauge and unleash a Scion's Wrath on these foes.

Be careful of using Fire here since a few of the Duelhorn members absorb it for health. Once you've beaten the white monks, have your raptor and ninja engage the Night Dancer while the rest of your team cleans up the other Duelhorn members. Debuffs don't work on the Night Dancer, so don't bother trying it. He has a Lancet ability that damages you and returns HP to himself, so just keep him busy until the rest of your team arrives to take him down.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	The Night Dancer	Trickster	30-41	4	Duelhorn	Gladiator	24-35
2	Duelhorn	White monk	23-34	5	Duelhorn	Templar	24-35
3	Duelhorn	White monk	22-33				

SQ178 WANTED: FLORAXION

A giant mutated plant named Floraxion needs to be put down. Head to Flutegrass Bluff and make sure this unruly weed can't hurt anyone else.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
30	Baptiste Hill, Flutegrass Bluff	Moorabella	400	20	Complete <i>Making Music</i> , then watch the event in Moorabella. Complete <i>Wanted: Flora</i> , and read the notice "A Growing Problem."
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Floraxion!	Fair, Rain	N/A	6	Actions by viera	6760
REWARDS	AP	CP	CLAN TALENTS		
Putrid Liquid x2, Malboro Vine x1, Malboro Flower x1	30	60	Teamwork +2, Adaptability +2		



Those great malboros look hungry!

Floraxion isn't alone! It also has two great malboros by its side. Split into two groups, one for each malboro, then converge on Floraxion. This ferocious flower has the Seed ability and can spawn malboro allies, but never more than two at a time. Equip as much debuff protection gear as you can because all of these enemies attacks inflict debuffs in one form or another, including Slow, Sleep, and Blind. You can't put any debuffs on Floraxion either, so don't even try. The best method of taking it down is by using Fire attacks and weapons, but also have your melee units with the Counter ability surround it. When Floraxion does its area effect Vine Lash, all of your units there get to Counter it, causing enormous damage for that turn. Keep at least one healer back to help anyone severely damaged and be ready to fight for awhile—Floraxion has a lot of health!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Floraxion	Rafflesia	25-36	3	Random	Great malboro	24-34
2	Random	Great malboro	24-35				

SQ179 A LADY'S PERSISTENCE

Syrenead needs your help once again. This time she requires assistance capturing a wyrm to prove she can do it.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
31	The Rupie Mountains, The Rupie Mountains	Moorabella	400	20	Complete <i>Rumors Abound</i> and also complete <i>A Lady's Proposition</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Syrenead and weaken the ivory wyrm!	Fair, Snow	1 Syrenead	6	Harming the Weak	5740

REWARDS	AP	CP	CLAN TALENTS
Mind Ceffyl x2	30	62	Negotiation +2, Teamwork +2



Be careful to weaken the wyrm, not kill it.

You must weaken the ivory wyrm and bring it down to critical HP to win. If you defeat it with a powerful blow you will fail, so using lower level units here is a good idea. You have the added condition of not Harming the Weak. You can use your higher level healers, as long as they don't attack. Just send your team up the side and surround the beast, beating it into submission. It's unlikely you need to heal Syrenead, but a time mage here boosting your healer's Speed is very useful just in case you run into any surprises. Also, be careful of attacking the wyrm when a large drop is on his other side; if you score a critical hit and knock him out and over, he most likely dies, which causes you to fail. Once you get the ivory wyrm to critical HP, you win!



ADVERSARIES

	NAME	JOB	LEVEL
1	Ivory Wyrm	Nagaraja	22-33

SQ180 BONGA BUGLE — SKYFROST

Once again you must interview with the Head Editor!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
31	Moorabella, The Snowdust	Moorabella	400	4	Complete <i>Grounded!</i> , then ride the airship. Read the notice "The Bonga Bugle" and be in the month of Skyfrost.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Complete the interview.	N/A	Head Editor	1	N/A	2

REWARDS	AP	CP	CLAN TALENTS
N/A	10	N/A	N/A



Ace the interview and report on exciting places!

You can ace this interview quite easily. When the Head Editor tells you a joke, just respond with a smirk and you're hired! Now it's off to report on famous places like the Ruins of Delgantua.

SQ181 CRYING EYEBALL

Stop this swarm of monsters before they reach the town of Goug!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
31	Goug, Goug Mines	Goug	400	20	Complete <i>Through Another's Eyes</i> and <i>Time to Act</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Stop the incursion and survive three rounds!	Fair	N/A	6	HP ≤ 20	6390

REWARDS	AP	CP	CLAN TALENTS
Kuraile Boxwood x1	30	62	Teamwork +2



Prepare for battle!

Here you fight numerous types of eyes and must hold the line for three rounds while warning reaches the city of Goug. Don't let any monsters get past the barrel. Send most of your team down to meet the eyes. Equip any debuff protection equipment you have available, since plagues can use Dread to Addle and Disable targets and ahriman often try to Confuse your units with Demonic Gaze. Leave one or two high damage characters in the back to finish off any stragglers that try to pass the barrel. Each time you destroy an enemy, another rises in its place, so the fighting is intense for these three rounds. Make sure you have at least one healer here to help deal with all of the damage that you take. Once the third round arrives, you can escape the eyes and leave the rest for the Goug Watch to handle.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ahriman	23-32	4	Random	Bloody orb	23-31
2	Random	Plague	24-33	5	Random	Bloody orb	22-31
3	Random	Floating eye	21-30				

SQ182 I'VE BEEN HAD, KUPO! Nezzel the Alchemist is using his craft to swindle innocent moogles!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
32	The Bisga Greenlands, Caravan Trail	Carooa	500	20	Complete <i>A Request</i> and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Nezzel the Alchemist!	Fair	N/A	6	Height > 10	1960

REWARDS	AP	CP	CLAN TALENTS
Kalos x3	30	64	Negotiation +2, Adaptability +2



You only need to defeat Nezzel here, and the easiest way is to take fast units with you and someone who can immobilize their target; this keeps Nezzel from hiding behind his friends. An elemental mage or spellblade works great for this. Concentrate all fire on the alchemist, and he goes down in the first few rounds. If you need experience, leave Nezzel alive and take out his caster support first, followed by the monk, since these are the biggest threats. Once you defeat Nezzel an alchemist appears and gives you a card to protect your Judge from people trying to Disable him, a very valuable gift!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Nezzel	Alchemist	29-38	4	Random	White monk	29-37
2	Random	Thief	28-36	5	Random	Time mage	27-35
3	Random	Black mage	27-35	6	Random	Green mage	27-34

SQ183 WANTED: MOOGLE RANGERS

The moogle rangers are wanted for 245 counts of disturbing the peace and 1 count of trespassing. Head to Seagull Rise and put a stop to these adorable menaces.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
32	Sant D'alsa Bluff, Seagull Rise	Fluorgis	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , watch the event in Grasston, then read the notice "The Moogle Rangers(1)" only in Fluorgis or Goug.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the moogle rangers!	Fair, Rain	N/A	6	Missing	6090

REWARDS	AP	CP	CLAN TALENTS
Screamroot x2	30	64	Negotiation +2, Teamwork +2, Adaptability +2



When starting this battle, try to take out the black mage, Mark II, as quickly as possible. This greatly cuts down on the enemies' damage potential. Your ninja can get there in one turn if wearing Ninja Tabi, so lay into him. Next, all of your forces should concentrate on the white rider and moogle knight. The moogle knight can hit extremely hard with his Moogle Rush ability, so be sure to bring at least one healer with you. After those are defeated the flintlock and juggler are last and are relatively weak compared to the others.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Moogle Mark I	Moogle knight	28-38	4	Moogle Mark IV	White rider	26-36
2	Moogle Mark II	Black mage	28-37	5	Moogle Mark V	Flintlock	25-35
3	Moogle Mark III	Juggler	27-36				

SQ184 A FATAL MISTAKE

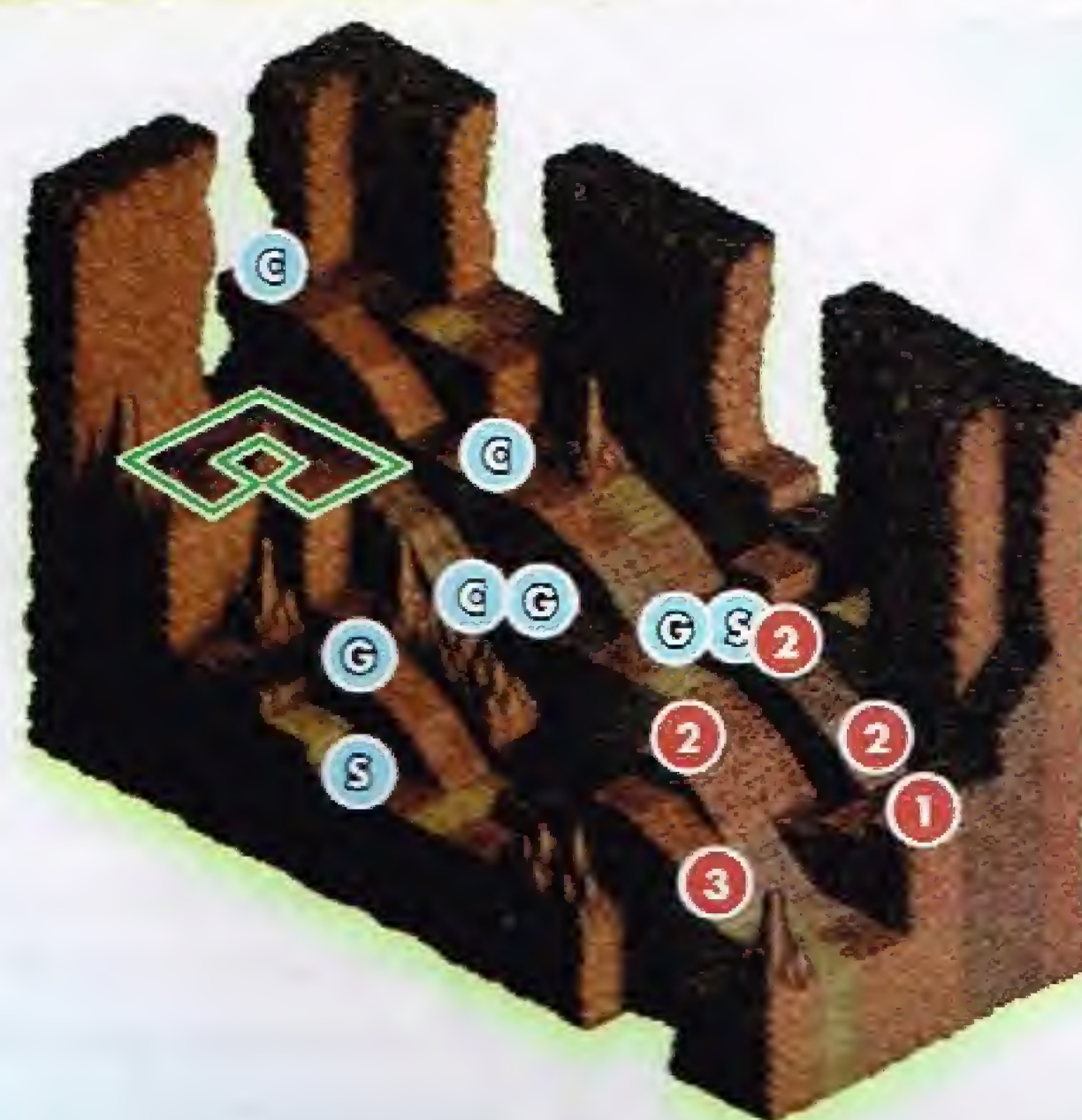
The Galleria Deep has been seeded with traps! The monsters here blame you for defiling their lands.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	The Galleria Deep, The Galleria Deep	Moorabella	500	20	Complete <i>Grounded!</i> , ride the airship, and also complete <i>It's a Trap!</i>
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Destroy the traps in 3 rounds!	Fair	N/A	6	Targeting All Units	4830
REWARDS	AP	CP	CLAN TALENTS		
Kalos x4	30	66	Teamwork +2		



Hurry to destroy the traps.

Do not waste any time fighting the monsters. Instead, concentrate on casting Haste on your time mage first, then cast it on your ninja and raptor so they can move very quickly. You only have three rounds to set off all of the traps so you must be quick. With a time mage this is easily accomplished. Send the raptor down to the lower areas because this unit can ignore jump distance. If you possess a pair of Faerie Shoes, have your ninja equip them and join the raptor. With your speed boost, you should trigger most of the traps before the monsters get to you. If one of them happens to stand on a trap you need to deactivate, you can knock them off with abilities like Rush and then move in to set it off. Use the raptor to fly over foes, if necessary, to reach traps.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Luchorpan	19-29	3 Random	Tonberry	19-27
2 Random	Baknamy	19-27			

SQ185 CHITA ON WEAPONS-NOVICES

Chita and his two apprentices challenge you to a Speed Battle in the Galleria Deep!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	The Galleria Deep, The Galleria Deep	Moorabella	500	20	Complete <i>Mountain Watch</i> , then watch the event in Moorabella.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speed Battle vs. Chita's Weaponers	Fair	1 Chita and 2 3 two others	4	Ranged Weapons	4920
REWARDS	AP	CP	CLAN TALENTS		
Damascus x4, Coral Fragments x3	30	66	Negotiation +2, Teamwork +2		



Defeat the mark before Chita and his pals!

To win this battle, you must defeat the mark before your opponent to show him you know how to fight and maintain focus. This battle isn't a problem if you use your time mage and boost your melee unit's Speed especially if you have a dragoon. Surround the mark and beat it into submission. Watch your turn counters and time the last strike to defeat the foe before Chita or his apprentices get the chance.



ADVERSARIES

NAME	JOB	LEVEL
1 Random	Deathscythe	26-33

SQ186 I WANT TO FORGET!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	Tramline Fens, Waterside Hut	Fluorgis	500	20	Complete <i>A Request</i> and the following battle, and complete <i>I've Been Had, Kupo!</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Fulfill the obligations of your quest!	Rain	N/A	6	Using > 20 MP	7880

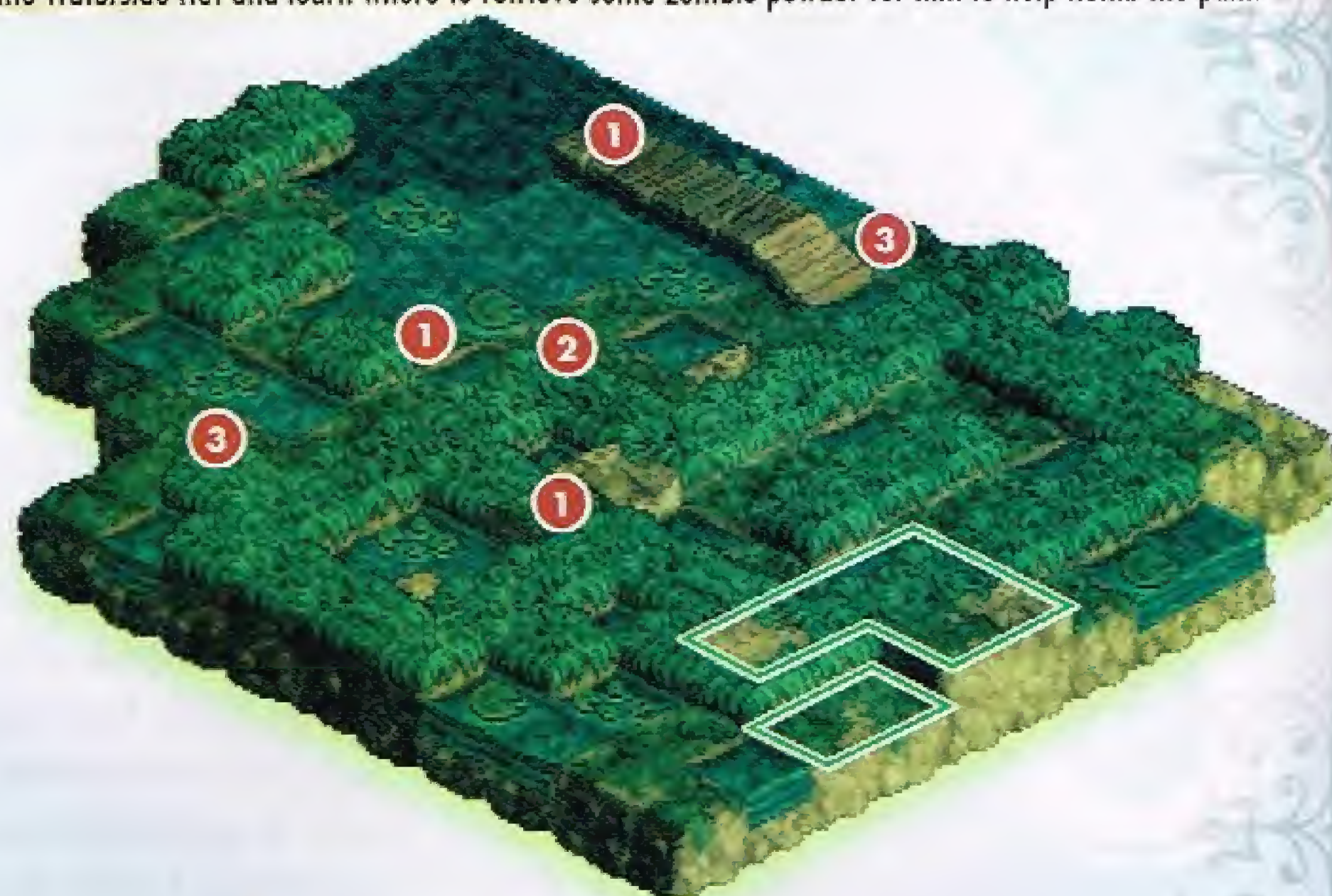
REWARDS	AP	CP	CLAN TALENTS
Crusite Alloy x5	30	66	Negotiation +2, Adaptability +2



Defeat the dreamhares!

On your way to Demonroot Bog, you meet a familiar alchemist who tells you what you need to get to cause Glefein to forget, without turning him into a corpse. Ignore the zombies and kill all three dreamhares to get the Lethean draught needed. Dreamhares have very low HP, but move quickly. No special tactics are needed to kill them, just take them all down. Make sure to take the Agility Up privilege when fighting them, because it is the one most worthwhile for this fight.

Glefein is in love with someone he can't have and the very thought haunts him every waking moment. Travel to the Waterside Hut and learn where to retrieve some zombie powder for him to help numb the pain.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Dreamhare	28-38	3	Random	Zombie	28-38
2	Random	Zombie	28-38				

SQ187 RANCHER'S REQUEST - BROWN Yew needs a brown chocobo!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	Targ Wood, Targ Wood	Moorabella	500	20	Complete <i>Sleepless Nights</i> and <i>Rancher's Request - Green</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver a brown chocobo to Yew!	N/A	N/A	1	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Unpurified Ether x3	30	66	Adaptability +2

Use your chocobo knight to capture a brown chocobo before accepting this quest. Once you arrive, deploy your chocobo knight on his mount and hand it over to Yew.

SQ188 SHOW OF STRENGTH

Yew's corral has been taken over by the undefeated Swordking! Help him retake his property.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	Targ Wood, Muskmallow Field	Graszton	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , watch the event in Graszton, and complete <i>A Chill in the Night</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Ghi and defeat all foes.	Fair	1 Ghi	6	Targeting an area	5670

REWARDS	AP	CP	CLAN TALENTS
Windgod Crystal x3	30	66	Teamwork +2



Ghi's Skyfury Blade.

Help Yew get his corral back by defeating the undefeated. It looks like someone beat you here, a parivir named Ghi. He is Disabled by the Swordking's followers and you need to protect him and defeat the enemy. Don't worry about Ghi; he is very powerful and can handle the Swordking quite easily. Send your entire force against his two followers, a templar and a defender. Take down the templar first then the defender. Ghi easily defeats the Swordking. Use disabling magick on the templar to keep him from using spells. If you have Silence-immune equipment, it helps you here since the templar normally tries to Silence a group of your units first.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Alura	Defender	24-34	3	Swordking	Viking	25-36
2	Elura	Templar	24-35				

SQ189 SURVEY NO. 259

The Jylland Geological Survey Committee wants you to survey the Skystone Lode and report your findings.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	Nazan Mines, The Skystone Lode	Fluorgis	500	20	Complete <i>Making Music</i> , watch the event in Moorabella, and complete <i>Survey No. 258</i> .

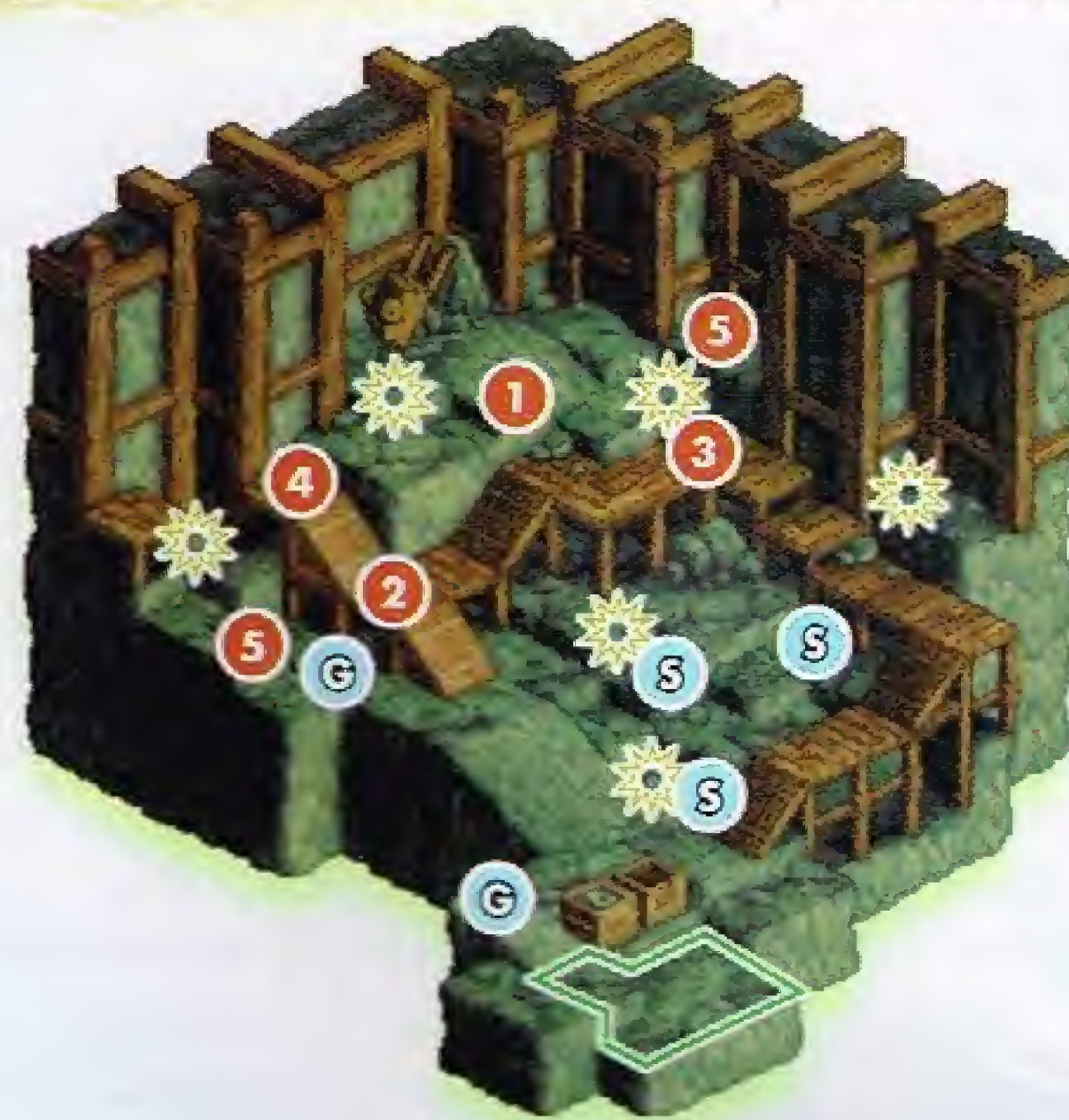
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Survey points of geological interest!	Fair	N/A	6	Summoning Scions	5250

REWARDS	AP	CP	CLAN TALENTS
Darklord Crystal x5, Demon Feather x3	30	66	Aptitude +2, Adaptability +2



The monsters sure do get in the way of surveying.

You arrive to see the area swarming with monsters. You don't need to defeat them all to complete the quest, just investigate all the sparkling spots on the ground while you fight the monsters. Be especially wary of the plague's attack, *Roulette*, which randomly hits anyone on the map for whatever their max health is, effectively KO'ing the target. But it can hit one of your enemies as well, destroying it instead. If the target is undead, this spell fully heals it. Send up a small team of two or three to take down the plague while the rest of your team handles the undead and bloody orbs. Be sure to have a white mage for maximum damage to the zombies and ghouls. After you investigate all the spots on the map, you're finished with your survey.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Plague	25-36	4	Random	Ghoul	25-36
2	Random	Zombie	25-34	5	Random	Bloody orb	25-35
3	Random	Zombie	25-34				

SQ190 WATCH YOUR STEP

The thief has run all the way to Cannol West Barbican and has buried the jewels he stole under devious traps.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
33	Fluorgis, Cannol West Barbican	Fluorgis	500	20	Complete <i>Grounded!</i> and ride the airship.

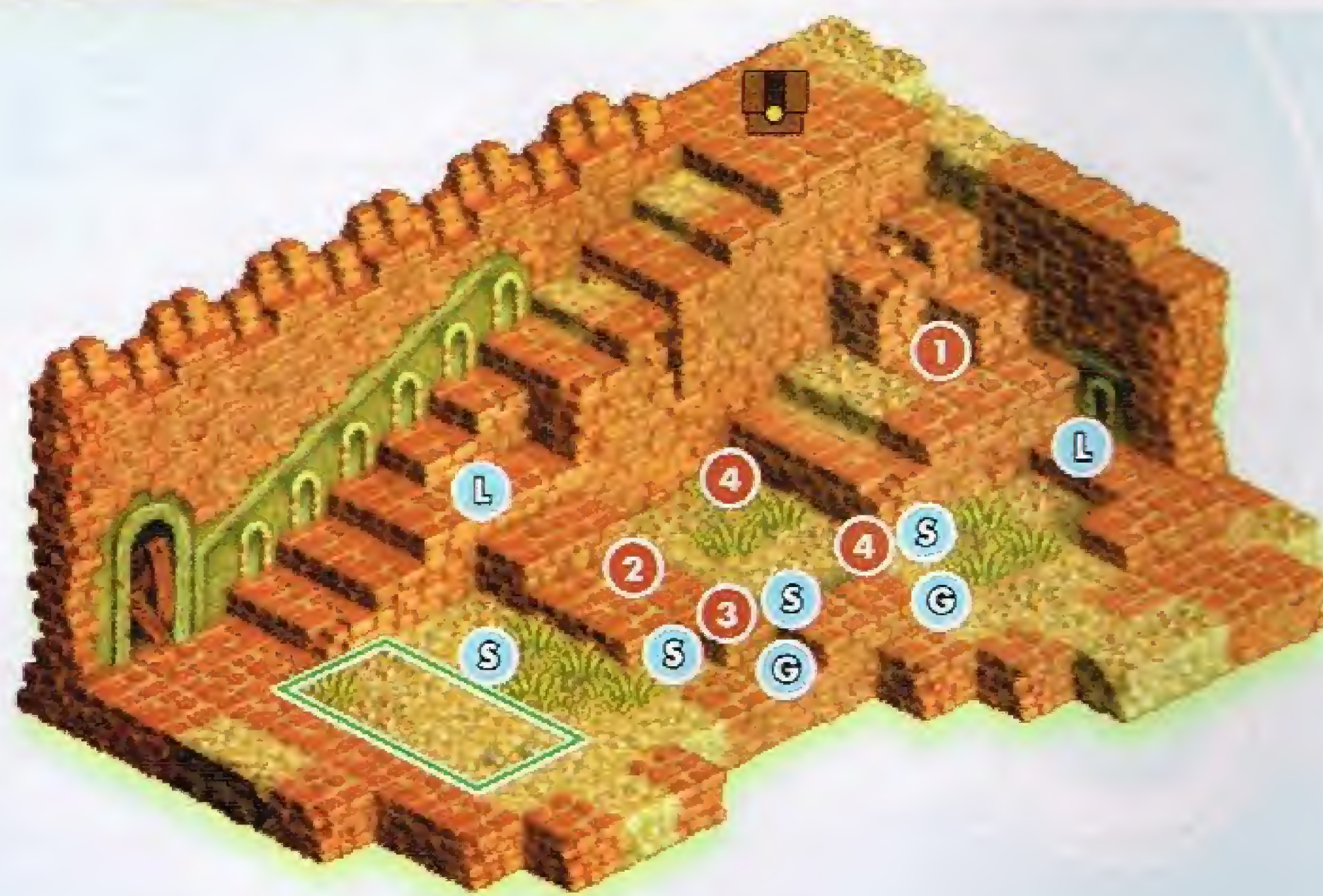
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes and destroy all traps!	Fair, Rain	N/A	6	Not Moving 3 Tiles	4830

REWARDS	AP	CP	CLAN TALENTS
Star Fragments x2	30	66	Teamwork +2



Beware the traps.

You must activate the traps before you can get the jewels and you must defeat Rodger and his allies to succeed. If you want to uphold the Judge's law on this quest, you must also move three tiles every turn, making it difficult to hit traps or line up melee attacks. At the start, send two of your ranged teams to the left and up the stairs. From there they can hit the whole battlefield plus the two treasures, one of which is a pair of Winged Boots! Make sure to have good healers on this fight, since you take massive damage from traps, and Rodger sets traps constantly. For this reason, be wary of moving about while in low health. Also, be sure to have some Silence-immune equipment on so you can cast much needed heals. Having an illusionist and elemental on this map is a good choice, since the illusionist can hit everyone and the elemental can do significant ranged damage, plus lock out your foes' abilities. Take out all of Rodger's allies first as they do far more damage than he does. After they are all defeated, you can cart him off to the authorities.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Rodger	Ranger	19-29	3	Random	Berserker	17-25
2	Random	Berserker	18-29	4	Random	Viking	18-27

SQ191 BONGA BUGLE — MISTLEAF

The Head Editor of the Bonga Bugle needs your help in measuring clan powers in battle. Head to Sun-Dappled Trail in Baptiste Hills to participate.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
34	Baptiste Hill, Sun-Dappled Trail	Moorabella	500	8	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Grasston, and read the notice "The Bonga Bugle".
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	1 Head Editor	6	Harming the Weak	6970
REWARDS			AP	CP	CLAN TALENTS
Onion x1, Nirvana x1			30	68	Teamwork +2



Prove your clan's prowess in battle.

Here you fight a variety of creatures. Disable the nighthog and werewolf so they can do nothing, and then send four of your units to fight them. Have the remaining two attack the undead deathscythe. One of these two units should be a white mage or at least have the Items ability. This defeats three enemies very quickly. Once these are down, bring your entire team to defeat the hoppy bunny and malboro. The Head Editor congratulates you on your victory and rewards you with an item.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Werewolf	31-41	4 Random	Nidhogg	29-39
2 Random	Hoppy bunny	31-41	5 Random	Malboro	28-38
3 Random	Deathscythe	30-39			

SQ192 CARAVAN CRY

Griv's caravan is under attack from bandits! Hurry to them and lend them your aid.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
34	Kthili Sands, Simoon Dunes	Fluorgis	500	20	Complete <i>Making Music</i> , watch the event in Moorabella, and complete <i>Strang Lady</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Alys the Ensorcelled and defeat all foes!	Fair	1 Alys the Ensorcelled	6	Opportunity Commands	5410
REWARDS			AP	CP	CLAN TALENTS
Four-Leaf Clover x3, Ancient Turtle Shell x2			30	68	Teamwork +2, Adaptability +2



The alchemist prepares to do some damage.

Alys the Ensorcelled is surrounded by Jytras Pirata. She rescued the caravan from these Pirata, but needs your help defeating them. The leader of this group, a thief, has Sprint Shoes on. Not only is he fast, but he moves far as well. If you have the Steal Accessory ability, take these from him so you can use them. Be sure to send three of your team up to help defend Alys from the alchemist, the moogles thief, and the white mage. One of your units going up there should be a healer, so you can keep everyone's health up because the alchemist has some fairly powerful single target spells, like Flare. The rest of your team should quickly take down the viking and the thief leader, then head up to help clean up what's left of the casters. The thieves and viking cause trouble by trying to steal from you. Try to Immobilize the fast thief with an attack like Stun Sword from a spellblade or Stop him if you have a time mage with you. This makes it much easier to defeat him. Alys constantly uses her Kirin ability to regen allies, which makes this battle a little easier.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Jytras Pirata	Thief	24-35	4 Jytras Pirata	Alchemist	23-34
2 Jytras Pirata	Thief	26-37	5 Jytras Pirata	Viking	25-36
3 Jytras Pirata	White mage	25-36			

SQ193 LOAR CUP

Win this tournament to get the bragging rights that go along with being the strongest clan in Loar!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
34	Moorabella, Moorabella Aerodrome	Moorabella	500	10	Complete <i>Seeking the Stone and Goug Cup</i> , then be in the month of Skyfrost.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in every bout.	Fair	N/A	6	Varies	4290

REWARDS	AP	CP	CLAN TALENTS
Ring of the Wheel x1	N/A	N/A	N/A



Face off against House Bowen.

just by fighting. Be ready to heal because he hits pretty hard. With everyone else down, surround the assassin so she can't run and attack when she is not vanished. She has a really high Evade rate so it may take some time to finish her off. Once you do, your victory is secure. Congratulations! You are now the champions and as such receive a special reward, Ring of the Wheel.

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Camoa Braves	Thief	25-41
2	Camoa Braves	Black mage	25-41
3	Camoa Braves	Warrior	28-43
4	Camoa Braves	White monk	25-41

ADVERSARIES IN BOUT FIVE

	NAME	JOB	LEVEL
1	Bowen	Fighter	34-51
2	Twieigel	Illusionist	31-43
3	Loa	Ravager	31-43
4	Veis	Assassin	34-51

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Lord Grayrl	Viking	28-43
2	Veluga Pirates	Viking	25-41
3	Veluga Pirates	Thief	25-41
4	Veluga Pirates	Juggler	25-41

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	100 Geniuses	White mage	25-41
2	100 Geniuses	Black mage	25-41
3	100 Geniuses	Illusionist	25-41
4	100 Geniuses	Sage	28-43

ADVERSARIES IN BOUT FOUR

	NAME	JOB	LEVEL
1	Arbiters of Death	Illusionist	28-43
2	Arbiters of Death	Hunter	25-41
3	Arbiters of Death	Dragoon	25-41
4	Arbiters of Death	Sage	25-41
5	Arbiters of Death	Sniper	25-41
6	Arbiters of Death	Berserker	25-41



SQ194 GEOMANCER'S WAY - SUN

The Trial of the Shining Sun is the first test you need to pass to become a geomancer, so make your way to Simoon Dunes to begin.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
25	Kithili Sands, Simoon Dunes	Fluorgis	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Grashton.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Reaction abilities	5460

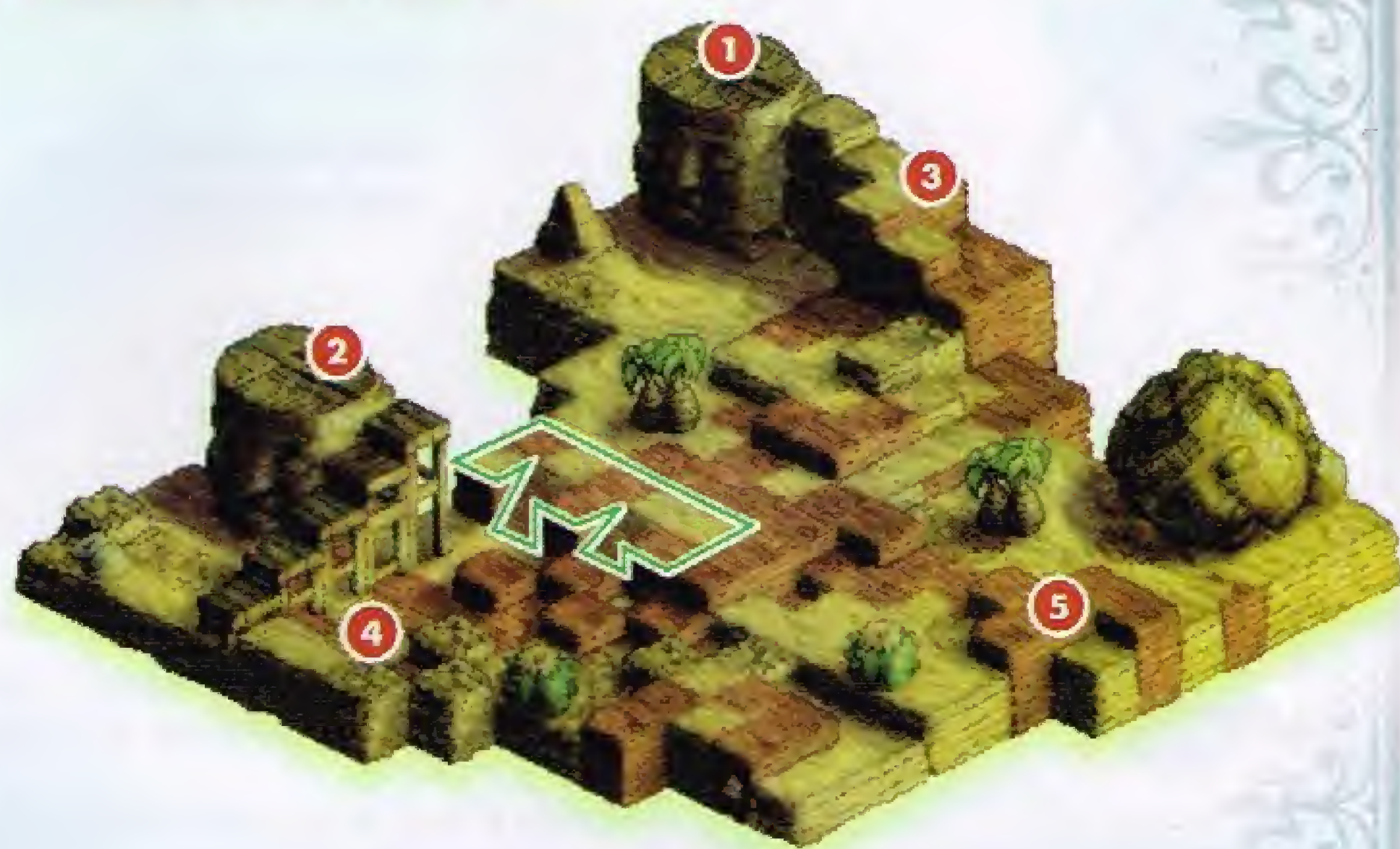
REWARDS	AP	CP	CLAN TALENTS
Cockatrice Skin x2	30	70	Teamwork +2



Nature's embrace.

Here you must defeat three geomancers, a hellhound, and a nidoegg. You start in the middle of all of these units. Send a team of three to the geomancers on the upper right area first, preferably fast-moving units like a ninja and raptor, plus a ranged damage dealer or a healer. The rest of your team should take on the geomancer to your lower left and the hellhound right near you, saving the nidoegg for last. The geomancers also move toward you and use their Nature's Embrace ability which can be troublesome. The hellhound can inflict large amounts of damage but is weak to Holy attacks, so send in a paladin against it to take it down quickly. Geomancers have good defense, so use back attacks or magical abilities against them. The nidoegg can take a lot of damage as well, but he isn't very tough when it's six on one. Once all have been defeated, you have passed the first trial!

attacks, so send in a paladin against it to take it down quickly. Geomancers have good defense, so use back attacks or magical abilities against them. The nidoegg can take a lot of damage as well, but he isn't very tough when it's six on one. Once all have been defeated, you have passed the first trial!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Geomancer	31-41	4	Random	Hellhound	29-38
2	Random	Geomancer	30-39	5	Random	Nidoegg	29-39
3	Random	Geomancer	29-38				

SQ195 THIEVES IN THE RUINS

The Naturalist Society has discovered evidence of trespassing at the ruins, possibly perpetrated by grave robbers!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
35	Kithili Sands, The Ochre Wasteland	Fluorgis	500	10	Complete <i>Seeking the Stone</i> and <i>Kithili Surveyors</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	1 Bowen 2 Tweigel 3 Loo, and 4 Veis	4	Opportunity Commands	5460

REWARDS	AP	CP	CLAN TALENTS
Aurea Pollen x2	30	70	Teamwork +2, Adaptability +2



Team up with House Bowen.

You have been hired to take care of the problem in the Ochre Wasteland. You don't have to do it alone; House Bowen is here to help stop the grave robbers as well. With House Bowen on your side, you outnumber your foes eight to four. This is a perfect opportunity for you to get some experience for your weaker clan members. Be sure to bring a raptor or ninja so you can get to the top of the wall and loot the treasure there that contains an Orb of Minwu. Send the rest of your units to the thieves and the beastmaster. With House Bowen helping, the fight does not last long.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Kithili Surveyors	Thief	31-41	3	Kithili Surveyors	Rocktitan	29-39
2	Kithili Surveyors	Thief	32-42	4	Kithili Surveyors	Beastmaster	30-40

SQ196 WANTED: COMBATANTS

Send the right person to do the job.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
35	Grashton, Shadeholme	Grashton	500	20	Complete <i>The Dig</i> , <i>Grashton Cup</i> , and <i>Death March II</i> , be in the month of Blackfrost.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Dispatch the right person for the job!	N/A	N/A	N/A	N/A	5520

REWARDS	AP	CP	CLAN TALENTS
Blood-darkened Bone x1	30	60	Negotiation +2, Adaptability +2

Dispatch a white monk or berserker to get the job done. After three days you receive your reward.

SQ197 A BRIDE FOR MONTBLANC

Montblanc has decided it's time to take a bride!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
36	Hall of Kings, The Ruins of Delgantua	Moorabella	500	20	Save game clear data, complete <i>The Ritual</i> and <i>Wanted: Friend, Kupo!</i>

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	1	6	6130

REWARDS	AP	CP	CLAN TALENTS
High Arcona x1	30	72	Negotiation +2, Teamwork +2

Many of these foes inflict debuffs on you. Disable your enemies as much as you can to prevent this. Take out the white mage first so that he can't heal his allies, making the fight easier on you.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Fras	Archer	31-41	4 Random	White monk	31-41
2 Random	White mage	31-41	5 Random	Trickster	31-41
3 Random	Blue mage	31-41	6 Random	Lanista	31-41

SQ198 GEOMANCER'S WAY - RAIN

The Trial of Venomed Rain is the second test you need to pass in order to become a geomancer.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
36	Tramdine Fens, Tramdine Fens	Fluorgis	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Graszton, also complete <i>Geomancer's Way - Sun</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Raining	N/A	6	Swimming	4080

REWARDS	AP	CP	CLAN TALENTS
Rainbow Thread x2	30	72	Teamwork +2



Venom Squall.

Head to Tramdine Fens and be prepared for battle against three geomancers, a wendigo, and a nagaraja. At the start of the fight you're very close to the nagaraja and wendigo. Send two members of your team to take out the wendigo and everyone else should hit the nagaraja to take him out. Use debuff attacks on these two like Fire Whip from an elemental or Doom Blade from a spellblade. This removes these foes from combat very quickly. When fighting these geomancers, have your entire team focus on one at a time. Since they have very good defense, it's hard to inflict a lot of damage to them at once. After defeating these, you've passed your second trial to become a geomancer and your next challenge awaits!



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Geomancer	32-42	4 Random	Nagaraja	30-40
2 Random	Geomancer	31-41	5 Random	Wendigo	30-39
3 Random	Geomancer	30-39			

SQ199 MONSTER POACHING

Some suspicious folk have been dragging off endangered monsters! Head to Flutegrass Bluff and help solve the problem.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
36	Baptiste Hill, Flutegrass Bluff	Comoa	500	20	Complete <i>Seeking the Stone</i> and <i>On the Rampage</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the cluckatrices and defeat all foes!	Fair, Rain	1 3	6	Piercing Weapons	2400

REWARDS	AP	CP	CLAN TALENTS
Mind Coffin x3	30	72	Teamwork +2



Defeat the Beastmaster!

You arrive to see a beastmaster with two hellhounds getting ready to take the cluckatrices! At the start of the battle have your elementalists Disable the beastmaster's abilities, making him useless. Now is the perfect time to divide your forces and put three units on each hellhound. By the time they're defeated, Disable may wear off and your entire team can focus on the beastmaster. Now you can question him about his activities.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Beastmaster	28-38	3	Random	Hellhound	28-38
2	Random	Hellhound	28-38				

SQ200 THE HONORABLE THING

Hseanon asks you to do battle with Balfonne in his place, since urgent matters called him away. When you arrive you find Balfonne has hired a substitute as well!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
36	The Ruins of Delgantua, Gateway to the Past	Moorabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Graszton.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Mist	N/A	6	Bufs	4590

REWARDS	AP	CP	CLAN TALENTS
Putrid Liquid x2	30	72	Teamwork +2, Adaptability +2



Balfonne's substitutes.

Time to teach these mercenaries a lesson. First, eliminate the parvir, who deals massive damage with his sword techniques, and the white mage, whose healing ability prolongs the fight.

Once both of these units are down, send four units to take out the hunter and cannoneer to keep them from staying at range and doing lots of damage to your weaker units. The defender can be Disabled with Fire Whip or Maim Blade until your team is finished with the ranged units. Finally, everyone can converge on him and grab the win!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	White mage	31-41	4	Random	Defender	31-41
2	Random	Parvir	31-43	5	Random	Cannoneer	31-41
3	Random	Hunter	31-41				

SQ201 WANTED: THE MUTADRAGONS

Though they were once protectors of men, these dragons have changed and now blame men for all the problems of the land. Put a stop to their rampage before they can do any more damage.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
36	The Aldonna Range, The Aldonna Range	Comoa	500	20	Complete A Request and following battle also read the notices "The Legend of the Dragons" and "The Mutadragons."
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Mutadragons!	Fair, Mist	N/A	6	Targeting All Units	7490
REWARDS	AP	CP	CLAN TALENTS		
High Arcana x1	30	72	Teamwork +2		



The mutadragons.

These dragons may have a lot of health, but they also have weaknesses. Send the parivr against the Gaiasea Warder because this unit should be able to take it out easily by using Hoarfrost Blade. Have the rest of your team take out the Lightland Warder, then move to remove the Flaresky Warder from the fight. The Lightland Warder can rend your defense so make sure it goes down quickly because its physical attacks can devastate any lightly armored units you have. Once the three dragons are defeated, they vow to return when they have recovered their strength.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Lightland Warder	Mutadragon	31-40	3 Flaresky Warder	Mutadragon	32-41
2 Gaiasea Warder	Mutadragon	31-40			

SQ202 CAKE: THE CATASTROPHE

A monster has stolen Lea's special carrot cake, box and all! Head to Kthili Sands to do battle with the beast.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
37	Kthili Sands, Kthili Sands	Goug	500	20	Complete A Request and following battle also complete <i>Cake: The Ingredients</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair	N/A	6	Bladed Weapons	6830
REWARDS	AP	CP	CLAN TALENTS		
Godwood x2	30	74	Aptitude +2, Teamwork +2		



Headbutt!

As you arrive, you see there are a number of cockatrices as well as some pit beasts here. Make sure to have someone who can do Wind-based attacks to make a quick end to the pit beasts. Use defense-destroying moves, like Power Crush, on the rocktitan to help defeat it more quickly. The remaining cockatrices aren't that much of a threat except the axebeak who can use Stone Breath to turn your team to stone, so make sure you have someone who can cure it, such as a white mage or have someone with the Items ability available so you can use a Gold Needle. Once all the creatures are defeated, search for the carrot cake!



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Pit beast	32-46	4 Random	Cockatrice	32-46
2 Random	Pit beast	32-41	5 Random	Axebeak	32-41
3 Random	Cockatrice	32-41	6 Random	Rocktitan	32-36

SQ203 GEOMANCER'S WAY - SNOW

It's time to face the third of the geomancers' challenges, the Trial of Rivening Snow.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
37	Moorabella, Dyme Plateau	Moorabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Grasztan, and complete <i>Geomancer's Way - Rain</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Snow	N/A	6	Using > 20 MP	4730

REWARDS	AP	CP	CLAN TALENTS
Stradivari x1	30	74	Teamwork +2



Use Fire Whip against the ice drake.

For this third test, you face three geomancers, like in the previous trials, and two wyrms—an ice drake and a zahak. The ice drake starts in front of you, so unload your full arsenal on it, preferably with fire-based attacks for increased damage. From there, split into two groups and take on the two closest geomancers, one to the left and one to the lower right. The zahak usually drops back to buff so you can save him for last. After the first two geomancers are down, bring the rest of your team to attack the last one. By now you're facing the zahak as well and need to be careful around him. He can use Expose Weakness on you and make you take more magickal damage. Use any debuffs you have available on him to keep him from attacking very often, or at all. A time mage is great here for that. After all are defeated you've passed your third trial, but your testing is not yet complete.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Geomancer	32-41	4	Random	Ice drake	32-42
2	Random	Geomancer	33-43	5	Random	Zahak	31-40
3	Random	Geomancer	31-40				



SQ204 ORDALIA CUP

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
37	Fluorgis, Fluorgis Aerodrome	Fluorgis	500	10	Complete <i>A Request</i> and the following battle, also complete <i>Loar Cup</i> and then be in the month of Bloodfire (only in Fluorgis or Goug).

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in each bout!	Fair, Rain	N/A	6	Varies	4660

REWARDS	AP	CP	CLAN TALENTS
Tainted Cufflink x1	30	74	Teamwork +3, Adaptability +2



The third bout.

Next you face Jytras Pirata. These units can put out some heavy damage and the thief has the Arm Shot ability that can Disable your abilities. Priority targets for this clan are the black mage and the sniper. While fighting these, try to Disable the white mage so you don't have to worry about fighting her until you get the rest of the clan knocked down. The last two enemies you should defeat here are the defender and the white mage, if you can Disable her; otherwise, she is your primary target.

Your fourth bout is against Prima Donna. It's six on four in your favor. With this advantage, you can defeat these units in any order, but it would be best to take down the fencer, who can place Doom on you, and the spellblade, who can Disable your abilities, before the others. Save Mayhew for last since she has the Reflex ability, making her immune to normal attacks.

The fifth and final bout sets you against The Eastwatch. These guys have enormous damage potential with three parivirs. At the beginning, hit them with whatever area effect moves you have. Remember, Magick Points transfer from battles so you can save them up for the last fight. Be sure to get one parivir down early; it makes the rest of the match easier. The assassin is the least of your concerns here so just keep working on taking out the parivir and then the ninja. Depending on your levels when tackling this quest, you may want a good healer on your team as well. Once you've defeated this last challenge, you're pronounced champions of Ordalia and also receive the Tainted Cufflink.

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Random	Black mage	32-41
2	Random	Fighter	32-41
3	Random	Ninja	34-43
4	Random	Dragoon	32-41
5	Random	Summoner	33-42
6	Random	Red rider	32-41

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Bedeviled	Fighter	32-41
2	Bedeviled	Gladiator	32-41
3	Bedeviled	Master monk	34-43
4	Bedeviled	Templar	32-41
5	Bedeviled	Berserker	32-41
6	Bedeviled	Ravager	32-41

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	Jytras Pirata	Thief	34-43
2	Jytras Pirata	White mage	32-41
3	Jytras Pirata	Black mage	32-41
4	Jytras Pirata	Defender	32-41
5	Jytras Pirata	Sniper	32-41
6	Jytras Pirata	Moogles knight	32-41

ADVERSARIES IN BOUT FOUR

	NAME	JOB	LEVEL
1	Mayhew	Raptor	39-48
2	Alvette	Fencer	37-46
3	Valentyne	Spellblade	37-46
4	Lili	Hunter	37-46

ADVERSARIES IN BOUT FIVE

	NAME	JOB	LEVEL
1	Kojiro	Parivir	32-41
2	Zengen	Parivir	34-43
3	Jinpei	Parivir	32-41
4	Gisuke	Ninja	32-41
5	Hayate	Ninja	32-41
6	Saki	Assassin	32-41



RANCHER'S REQUEST - WHITE

Yew asks you to find a white chocobo for his herd.

Capture a white chocobo with your chocobo knight before accepting this quest. Once you arrive, deploy your chocobo knight on his mount and hand it over to Yew.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
36	Moorabella, The Snowdust	Moorabella	500	20	Complete <i>Making Music</i> , then watch an event in Moorabella, and complete <i>Rancher's Request - Brown</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver a white chocobo to Yew!	N/A	N/A	1	N/A	1750

REWARDS	AP	CP	CLAN TALENTS
Scarlettite x3	30	74	Adaptability +2

SQ206 TEACH A MAN TO RUN

Enchan, the aspiring fisherman, is in trouble again. Drive off the unwanted attention he has attracted so he can continue learning to be a master.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
37	Tramdine Fens, Demonroot Bog	Goug	500	20	Complete <i>The Dig</i> and <i>Teach a Man to Fish</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Enchan and defeat all foes!	Fair, Rain	1 Enchan	6	Capycat	5150

REWARDS	AP	CP	CLAN TALENTS
Bundle of Needles x1, Potion x1, Echo Herbs x1 and Ribbon x1	30	74	Teamwork +2, Adaptability +2



A huge rafflesia is getting ready to attack Enchan, and he's so terrified he can't move! Send some fast-moving units and a healer to the right side and the remaining members of your team to the left. The rafflesia summons a malboro with the Seed ability and this attacks Enchan as well. Ignore the malboro for now—the rafflesia will just summon more—and focus all your attacks on the rafflesia, preferably Fire-based attacks or weapons. Keep Enchan healed and defeat the rafflesia, then take down the malboro for a victory. After saving Enchan, he really appreciates your help!



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Rafflesia	42-51
	Random	Malboro	37-46

SQ207 BONGA BUGLE — EMBERLEAF

Do your best to pass the interview.

Pass your interview by howling like a wolf, then head to Targ Wood to start reporting.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
38	Moorabella, The Snowdust	Moorabella	500	4	Complete <i>A Request</i> , then read notice "The Bonga Bugle." Can only be undertaken in Camoa, Fluorgis, or Moorabella.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Pass the interview.	N/A	N/A	N/A	N/A	2

REWARDS	AP	CP	CLAN TALENTS
N/A	10	N/A	N/A

SQ208 FLUFFY FLIER?

Travel to Neslowe Peak to investigate some rumors concerning something strange flying over the volcano.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
38	The Neslowe Passage, Neslowe Peak	Gaug	500	20	Complete <i>A Request</i> and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Summoning Scions	5410

REWARDS	AP	CP	CLAN TALENTS
Emperor Scale x1	30	76	Teamwork +2, Adaptability +2



Meteorite.

This battle gives you two deployment areas. If you have a good parivir, have him and another strong damage dealing job head to the top one. With Haarfrost Blade he can easily handle the fire drake on his own while the other unit takes on the brown chocobo. Your remaining four team members should be positioned down below to take on the three sprites and the banshee. These enemies cast Meteorite a lot, which does moderate damage, so make sure one of the four can heal. Sprites and banshees have low HP so it doesn't take long to bring them down. You don't want to linger on this board, or the ground starts to rumble, causing area effect damage to non-flying units.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Sprite	34-43	4	Random	Banshee	35-43
2	Random	Sprite	33-42	5	Random	Brown chocobo	36-45
3	Random	Sprite	32-41	6	Random	Fire drake	33-42

SQ209 GEOMANCER'S WAY - MIST

Having passed all the other challenges, you're now ready to face the final trial in your quest to become a geomancer, the Trial of Seething Mist.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
38	The Aldanna Ridge, Redclay Pass	Maarabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Graszton, and complete <i>Geomancer's Way - Snow</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Mist	N/A	6	HP <100	4850

REWARDS	AP	CP	CLAN TALENTS
Mahberry x2, Geomancer Job Unlocked	30	76	Teamwork +2



The moog knight's Ultima Charge!

At the start of this battle, have everyone attack the lamashtu and knock her down before she can even move. Now it's six on four, much more favorable odds for your team. The toughskin can be a problem, since it uses an attack called Resonate, which Disables your abilities for a time and it can hit everyone. Depending on how many units of your team are hit, you may need to play defensively for a few rounds. If you have an elemental, you can Disable the toughskin so he can't do the same to you. After that, just ignore him and take down the geomancers one at a time, staying in a group because they have no area effect spells. This should allow you to reduce their numbers quickly. After they are all defeated, finish off the toughskin and the geomancers deem you worthy of teaching you the ways of the geomancer.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Geomancer	34-44	4	Random	Toughskin	33-42
2	Random	Geomancer	33-42	5	Random	Lamashtu	34-43
3	Random	Geomancer	32-41				

SQ210 THE CAMOA NIGHTWATCH

Head to Camoa and join the Nightwatch to help keep the streets safe from robbers.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
38	Camo, Camoa	Camo	500	20	Complete A Request and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes within four rounds!	Fair, Rain	1 2 Camo Braves	4	Targeting Self	6620

REWARDS	AP	CP	CLAN TALENTS
Stradivari +1	30	76	Teamwork+2



The Camoa Braves.

The Camoa Braves don't like these thieves here either and agree to help you rid the town of them. This clan is extremely fast and can handle the first baknamy on the right side easily on their own. Send your team against the rest, starting with the luchorpan. You should have no trouble taking these enemies out, as long as you bring your heavy hitters to the battle. You only have four rounds to win, but with the Braves on your side, that shouldn't be a problem.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Baknamy	33-42	3	Random	Baknamy	31-40
2	Random	Baknamy	32-41	4	Random	Luchorpan	35-44

SQ211 WATCHING THE WATCHERS

The parivir hired to watch over Goug are causing trouble instead! Put a stop to their shenanigans!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
38	Goug, Goug	Goug	500	20	Complete A Request and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Piercing Weapons	7000

REWARDS	AP	CP	CLAN TALENTS
Prime Pelt x2	30	76	Aptitude +2, Teamwork +2



The parivir speaks.

The four job types you fight here all have the potential for very high damage output. Send a healer and one melee damage dealer down the street with the berserker and send the rest of your team to the middle to take out the master monk. Debuffing the master monk so he has a lower hit chance is a good idea. He does enormous damage and has multi-hit combos. Once the others are either defeated or at really low health, be sure to have your healer and middle group head toward the far left street where the fighter and parivir are so you can set up to take them on. Be careful of the parivir because he has some very high damage moves and excellent movement range. Slowing him or casting Haste on your team is a good tactic to wear him down. Also, having an elemental or spellblade Disable the fighter and parivir's abilities helps with damage mitigation a great deal. Once all of these foes are defeated, you are victorious!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Parivir	34-43	3	Random	Master monk	34-41
2	Random	Fighter	34-41	4	Random	Berserker	34-41

SQ212 AID THE SERPENT

Look out, it's a trap! Duke Snakeheart of Clan Serpentina wishes to destroy you.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
39	The Ruins of Delgantua, Hall of Kings	Moorabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Grasztan, and complete <i>With a Smile</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the mark.	Fair, Mist	N/A	6	Actions by Viera	5320
REWARDS			AP	CP	CLAN TALENTS
Adamantite x2			30	78	Teamwork +2, Adaptability +2



Duke Snakeheart.

This is a fight with a ton of magick users, so make sure you're spread out to avoid the area effect damage. It's best to take super fast teammates because you only need to defeat the mark, which is Duke Snakeheart. He doesn't have a lot of health, but he has high damage area effect spells. The faster you beat this battle the better because within a few turns, you can take tons of damage from all of the casters. Take your ninja, raptor, and fighter straight up the middle. Be sure to use any movement bonus items like Sprint Shoes to lend an added advantage. The other team members you have that can't reach Snakeheart quickly should try to Disable any close enemies on their way up. Focus fire on the Duke and beware his Gigafire ability, which does a great deal of damage to units in an area.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Duke Snakeheart	Arcanist	39-49	4	Duelhorn	Beastmaster	33-43
2	Duelhorn	White mage	33-43	5	Duelhorn	Alchemist	33-43
3	Duelhorn	Black mage	34-44				

SQ213 CHITA ON WEAPONS-ADEPTS

Chita is ready to give you another lecture on weapons, this time on fighting with determination. Head to Whiteheart to see if you can put his advice to use.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
39	The Rupie Mountains, Whiteheart	Moorabella	500	20	Complete <i>Sleepless Nights</i> and <i>Chita on Weapons-Novice</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speed Battle vs. Chita's Weaponers	Fair, Snow	1 2 3 Chita and two of Chita's Weaponers	4	Bludgeoning Weapons	5900
REWARDS			AP	CP	CLAN TALENTS
Beastlord Horn x3			30	78	Negotiation +2, Teamwork +2



Chita lectures you on determination.

Now it's time for a Speed Battle against Chita and his team. Get the last blow on the mark to win this quest, using any means necessary. You can Slow Chita and his team with your time mage while Hasting your own units. You may also want to Disable their actions so they can do nothing with the spellblade or the elementalists. Just watch the order of attacks and time when to finish off the monster for decisive victory. That shows Chita that you have learned your lesson well.



ADVERSARIES

	NAME	JOB	LEVEL
1	Aiklod	Golem	30-41

SQ214 HELLHOUND ASTRAY

Keeper Leena, of Grann's Menagerie, wants you to retrieve Helda, a hellhound who broke free of her chains while her pen was being cleaned. Head to Kthili Sands to capture her and return her to the Menagerie.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
39	Kthili Sands, Kthili Sands	Fluorgis	500	20	Complete <i>A Request</i> and the following battle, and complete <i>It's a Secret to Everybody</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Weaken Helda and defeat all foes!	Fair	N/A	6	Bludgeoning Weapons	7370

REWARDS	AP	CP	CLAN TALENTS
Gold Chalice x1	30	78	Teamwork +2, Adaptability +2



The hellhound pack.

You must defeat all of the other hellhounds and worgen here before you weaken Helda to take her home. These creatures move quickly and can attack at range, hitting multiple foes in a line. Be sure to have one strong healer in this fight, and anyone who can use Holy-based attacks. Holy attacks do enormous damage to these hounds. Move up slowly here with your defensive units spread out, then, when one is in range, surround it and take it out. Repeat this tactic and use elemental-based magick as well to debuff them while damaging them to make the fight much easier. Once the pack is defeated, be careful weakening Helda because you only want to get her to critical HP, not kill her. Once she is down to critical HP, you receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Helda	Hellhound	31-43	3	Random	Hellhound	31-41
2	Random	Worgen	31-41				

SQ215 HUNTED

The petitioner tells you of a foe that is stalking him and asks for your help ending his nightmare, but perhaps there is something more going on...

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
39	Aisenfield, Field of the Fallen	Gaug	500	20	Complete <i>A Request</i> and the following battle, also complete <i>Show of Strength</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Frimelda and defeat all foes!	Rain	1 Frimelda	3	Ranged Weapons	7370

REWARDS	AP	CP	CLAN TALENTS
Firebird Crystal x2, The Fallen Angel, High Seraph's Plume x1	30	78	Teamwork +2, Adaptability +2



Frimelda wants her sword back.

Even though Luc Sardarc has hired you to defeat Frimelda, you learn of his treachery and must protect her instead! For this fight Luso is joined by Cid and Adelle only. Luc has a decent Evade chance and a good amount of armor, but it's four on one. Try to surround him and hit him with your biggest moves to take him down quickly. He has Blink Counter so you won't be able to box him in effectively. Just keep him from hurting Frimelda and victory will soon be yours. For helping her, she rewards you with two very powerful items. One is her old sword, The Fallen Angel, and the other item is a High Seraph's Plume, which can summon the powerful Ultima.



ADVERSARIES

	NAME	JOB	LEVEL
1	Luc Sardarc	Paladin	31-40

SQ216 ODD PLACES

There is a mystery concerning the wells at Adventurer's Rest. Head there during the month of Silversun to find out what is going on.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
39	Camoa, Adventurer's Rest	Camoa	500	20	Complete <i>Seeking the Stone</i> and be in the month of Silversun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Examine the wells!	Fair, Rain	N/A	6	Items	9450

REWARDS	AP	CP	CLAN TALENTS
Fire Sigil x3	30	78	Aptitude +2, Adaptability +2



This doesn't look like Camoa!?

When you arrive you see creatures that don't normally live in this area and a well. If you need experience, or just want to beef up on loot, take down all the foes. Divide your forces into two groups. One should hit the fire drake and the other should take down the adamantitan. Ice-based attacks work well on this map, especially against the drake and the bombs. Be careful with the bombs and make sure you can take them out before they go to critical HP and they blow up on you, dealing massive damage. Lastly, bring your entire force down on the axebeaks. They do very little damage but are very fast. Slowing and Immobilizing them works great here.

If you have a ninja with Ninja Tabi, you can win the map immediately if you don't want to fight by positioning that unit closest to the well at deployment and just run over and examine it. Doing so teleports you to a different land.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Axebeak	27-36	4	Random	Fire drake	37-46
2	Random	Axebeak	26-35	5	Random	Bomb	31-40
3	Random	Adamantitan	34-43	6	Random	Bomb	30-39

SQ217 OH NO, KUPO!

Bombs have somehow gotten in to Goug city! Pick up Machinery Parts that have scattered all over due to the explosions.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
39	Goug, Goug	Goug	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Graszon.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Gather all the machinery parts!	Fair, Rain	N/A	6	Harming the Weak	7210

REWARDS	AP	CP	CLAN TALENTS
Tanned Beast Hide x2	30	78	Negotiation +2, Aptitude +2, Adaptability +2



Make your way through the bombs.

If you're too high level for these creatures when you do attempt this quest, simply turn off your Counter abilities and avoid them while gathering all the machinery parts scattered on the map. It is not necessary to kill any creatures. If you do need to for experience, make sure when fighting bombs of any kind that you do not reduce them to critical state without being able to finish them on your turn. If you do, they gain the ability Quicken and act next, then move to you and self-destruct, damaging your units. Before picking up all of the Machinery Parts, be sure to grab the Grimoire Stone near the back of the map.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Worgen	31-41	3	Random	Bomb	31-39
2	Random	Headless	31-41	4	Random	Grenade	31-41

SQ218 BENEATH THE SANDS

Head to Kthili Sands and try to find Ricard's buried treasure!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	Kthili Sands, Kthili Sands	Goug	500	20	Complete A Request and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find the buried treasure!	Fair	N/A	6	Summoning Scions	6270

REWARDS	AP	CP	CLAN TALENTS
Wyvern Wing x1	30	80	Aptitude +2, Adaptability +2



Searching for treasure.

When you arrive on the scene, you can see many points of interest on the map. The way to victory lies in finding the buried treasure, which can be found on any of the shining spots on the ground. If you need experience here, do not check any of them until you've defeated all the monsters. Also, if you're fighting, make sure not to have any Lightning or Earth-based weapons equipped because you will heal some of the units here when you use these weapons against them. Be sure to Disable the brown chocobo early on so he can't heal and buff his allies, then take out the pit beasts easily with Wind-based attacks. An elemental is best for this, since this unit can also Disable the chocobo. After that you just need to down the drake and yellow jelly followed by the chocobo, and then you can search everything easily.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Pit beast	32-41	3	Random	Thunder drake	32-43
2	Random	Brown chocobo	32-41	4	Random	Yellow jelly	32-41

SQ219 GRASZTON NIGHTWATCH

Head to Graszton and join the Nightwatch to put an end to recent robberies in the town.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	Graszton, Graszton	Graszton	500	20	Complete A Request and the following battle.

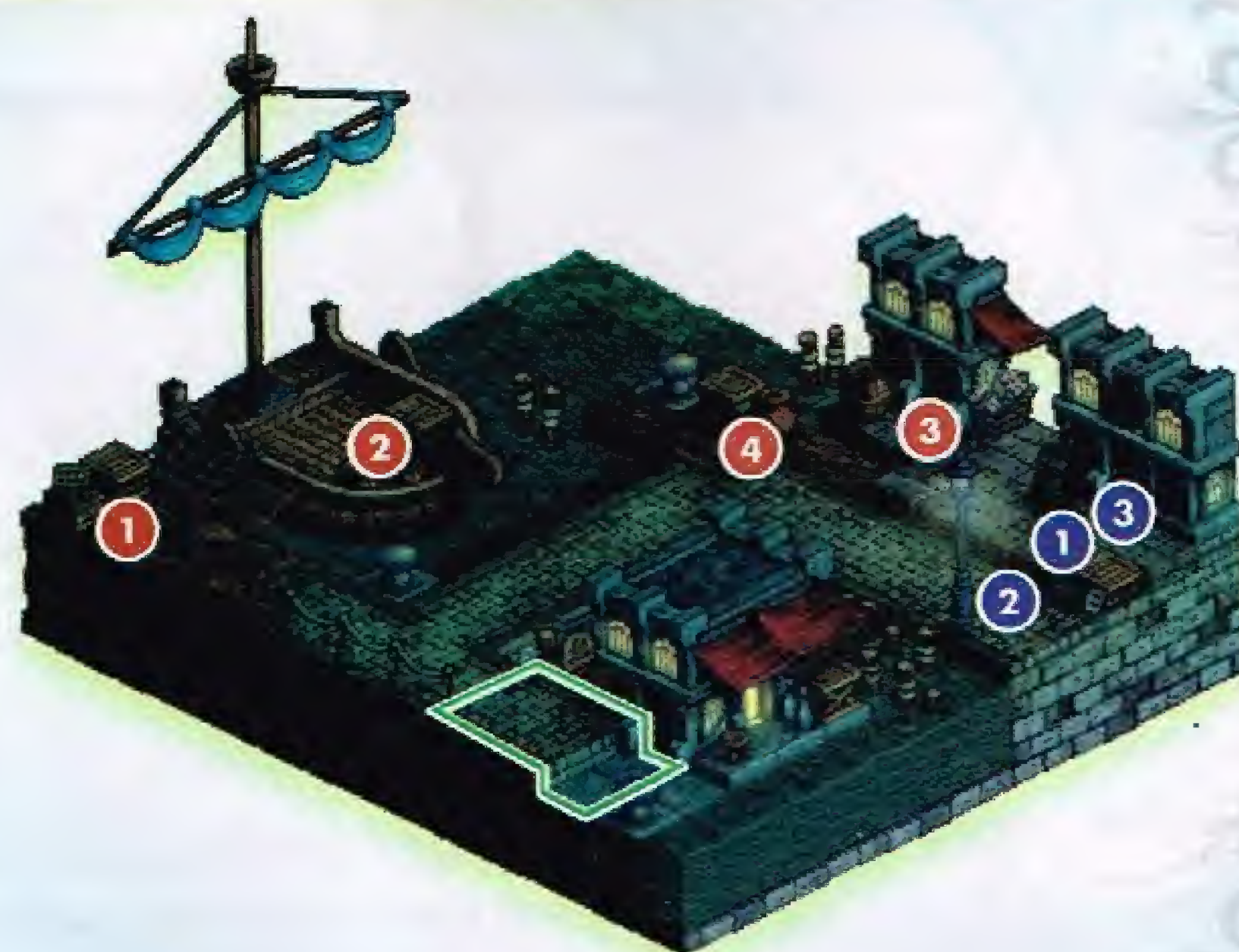
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in four rounds!	Fair, Rain	1 Chita, 2 3 Chita Weaponers	4	Targeting Distant Units	6620

REWARDS	AP	CP	CLAN TALENTS
Stormsoul Crystal x1	30	80	Teamwork +2



Chita is not the forgiving type.

The baknamy here have stolen some of Chita's weapons. You must defeat these bandits in four rounds, but Chita and his Weaponers are here to help! Send three of your team to the lower left pair of baknamy and your ninja to the top group to help Chita and his weaponers defeat their foes. Just box in the enemies and take them down. The only factors here are speed and unleashing a lot of damage quickly from close range. The top group drops fast with your ninja and three guests on them. If the baknamy are still alive at the bottom, move your ninja down there to help finish them off.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Baknamy	31-40	3	Random	Baknamy	30-39
2	Random	Baknamy	33-42	4	Random	Luchorpan	35-44

SQ022 INSPIRATION OR PERSPIRATION?

Master Painter Kismunt wants you to guide and escort him to Neslowe Peak and protect him until he has the inspiration needed to complete his painting.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	The Neslowe Passage, Neslowe Peak	Goug	500	20	Complete <i>A Request</i> and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect your guest and defeat all foes!	Fair, Rain	1 Kismunt	5	Instruments and Books	10820

REWARDS	AP	CP	CLAN TALENTS
Stradivari x1	30	80	Negotiation +2, Teamwork +2



Fire Breath.

You're fighting all fire creatures here, so equip any Ice element weapons you have and bring some Ice-based magick users into the fray to make short work of these bombs, fire drakes, and red marshmallow. Keep a healer close to Kismunt and don't ever let his HP get low just in case a bomb detonates on him. These monsters tend to group up so they can heal each other with their Flame attacks while hitting you as well. This also works to your advantage if you have a black mage. Hit them with Blizzaga or any variation to inflict lots of damage and use the parivir's Hoarfrost Blade to do critical damage to these enemies. Perhaps your battle skills will inspire Kismunt.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Fire drake	34-56	3	Random	Red marshmallow	34-51
2	Random	Fire drake	34-56	4	Random	Bomb	34-51

SQ221 FOODSTUFFS: BON APPETIT

Help Tramel out once again.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	Goug, Firewyrn Mount	Goug	500	20	Complete <i>A Request</i> and <i>Foodstuffs: Nutrition</i> , then investigate the well next to the tree in <i>Odd Places</i> before clearing that quest.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Procure the requested ingredients!	Fair, Rain	1 Tramel	6	Harming the Weak	8420

REWARDS	AP	CP	CLAN TALENTS
Mysidia Alloy x4	30	80	Negotiation +2

When the battle begins, none of the mimics you need are on the field. However, mimics have a certain amount of chance to appear from the treasure chests on the map shown to the right. Since some of them are in hard-to-reach places, make sure to deploy a unit with a Jump of three or higher, or a flying unit like a gria.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Zahak	32-42	★	Random	Fire drake	34-44
★	Random	Mimic	1-99				

SQ222 IT'S A SECRET TO EVERYBODY

Keeper Pirillo has lost his pet shelling, Titoise, and you need to help him find it before someone discovers he's been keeping it as a pet.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	Goug, Corpalk Field	Goug	500	20	Complete <i>A Request</i> and the following battle and also complete <i>Flown the Coop</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Weaken Titoise and defeat all foes!	Fair, Rain	N/A	6	Ice	4080

REWARDS	AP	CP	CLAN TALENTS
Aqua Galac x1	30	80	Teamwork +2, Adaptability +2



Weakens Titoise to capture him.

This battle has both a white and red chocobo, so if you need one for your chocobo knight, now is the perfect opportunity. You must defeat all the monsters and weaken, not kill, Titoise. Split your team and take three to defeat the white chocobo and great tortoise on the upper left side and send your remaining team to take on the other great tortoise and red chocobo. The white chocobo can heal his allies and red has Choco Meteor, so try to Silence or Disable their abilities so you don't have to worry about them. After they are all defeated, take Titoise down to critical HP and you can return him to Pirillo.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Titoise	Great tortoise	34-43	4 Random	Red chocobo	32-41
2 Random	Great tortoise	33-41	5 Random	White chocobo	31-40
3 Random	Great tortoise	33-42			

SQ223 MOORABELLA NIGHTWATCH

Head to Moorabella and join the Nightwatch to help put an end to the recent robberies.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	Moorabella, Moorabella	Moorabella	500	20	Complete <i>A Request</i> and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes within four rounds!	Fair, Snow	1 Head Editor and 2 Owner, Bonga Bugle	4	Copycat	6620

REWARDS	AP	CP	CLAN TALENTS
Aurea Pollen x1	30	80	Teamwork +2



Vanquish these enemies in four rounds.

You face three baknamy and a luchorpan but only have four rounds to defeat them! Make sure you take fast-moving units here, like the ninja and parivir, plus those that have ranged capabilities or flight, like the moogles knight or raptor, so you can get to the rooftops. Send your entire team to the luchorpan to defeat it quickly. Next take two units and go after the baknamy on the right while your raptor (or someone with Faerie Shoes) goes to the rooftops and starts in on the two baknamy there.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Baknamy	29-38	3 Random	Baknamy	30-39
2 Random	Baknamy	34-43	4 Random	Luchorpan	35-44

SQ224 POACHERS SPOTTED

Leeger wants you to rescue Calea from the poachers she witnessed.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	The Bisga Greenlands, Jadewood	Moorabella	500	20	Complete <i>A Request</i> and the following battle, also complete <i>Monster Poaching</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Go to Calea!	Fair, Rain	Calea	6	Harming the Weak	7880
REWARDS			AP	CP	CLAN TALENTS
Kuraiste Boxwood x2			30	80	Negotiation +2



Head to Jadewood and deal with these rotten poachers. Cid is automatically in your party for this quest and make sure you have one healer with you as well. When you arrive there are four floating eyes surrounding Calea. Get down there, defeat the monsters, and reach her side to win this victory. When engaging each eye, make sure your attacks can destroy it before it goes critical, or it Quicken and attacks next with Death Dive, which kills the eye, but can do hundreds of points of damage to one of your units. Try to keep your units healed throughout the fight.

ADVERSARIES IN FIRST BATTLE

	NAME	JOB	LEVEL
1	Random	Floating eye	32-41
2	Random	Floating eye	32-41

ADVERSARIES IN THE SECOND BATTLE

	NAME	JOB	LEVEL
1	Random	Parivir	32-41
2	Random	Seer	32-41
3	Random	Master monk	32-41
4	Random	Arcanist	32-41
5	Random	Assassin	32-41
6	Random	Lanista	32-41

Once you get to Calea and try to heal her, you're ambushed by Khamja operatives. You need to defeat all the foes here without letting them get to Calea. Whichever team you had for the first part is your team for the second phase, wounded and all. Don't let the operatives pass the boulder where you start by setting two of your casters there to block the path. Send your other four team members up to do battle, taking down the assassin first and then the seer. After these units are taken down, everyone in your party should attack the parivir at once because he does large amounts of damage and you need to get him down quickly. Now just take down the lanista and arcanist. The lanista tries to Blind you often with Haunting Vision. Once you defeat these foes, you can finally get Calea back to town.



SQ225 SUMMONS

A mysterious organization awaits you in the Bisga Greenlands; head there to see what they want.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
40	The Bisga Greenlands, Caravan Trail	Moorabella	500	20	Complete <i>A Request</i> and the following battle, also complete <i>Caravan Cry II</i> and read the notice "Duelhorn Suffers Setbacks."
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	1 Alys the Ensorcelled	6	Actions by Bangaa	3330
REWARDS			AP	CP	CLAN TALENTS
Spider Silk x1			30	80	Negotiation +2, Teamwork +2



Deploy at the peak and base of the mountain.

Alys the Ensorcelled wants to help you defeat Khamja who is out to destroy both you and Duelhorn. In this fight, your deployment is split between the top and bottom of the mountain. Be sure to put two good damage dealers and one healer down with Alys because a lot of the fighting is done at the bottom. The rest of your team up top should consist of units that can do any type of ranged damage because they get a huge range bonus at the top. You want to take out the black mage and master monk first because they deal the most damage by far among the foes you face here. A ravager and ninja work perfectly for this, especially if they have movement-enhancing equipment. The rest of the enemies can be taken down in any order. The white mage's healing is nowhere near strong enough to compensate for the damage you can put out, so you can save this unit for last. Once all of the enemies are defeated, you learn more of Duelhorn and Khamja.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Khamja	Soldier	36-45	4	Khamja	Master monk	34-43
2	Khamja	White mage	34-43	5	Khamja	Tinker	35-44
3	Khamja	Black mage	34-43				

SQ226 DEATH MARCH, III

It's time for another match of Death March! Battle opponents and uphold the law at the same time to claim victory and the prize.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
41	Graszon, Shadeholme	Graszon	500	20	Complete <i>A Request</i> and the following battle, also complete <i>Death March, II</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Uphold the law and defeat all foes!	Fair, Rain	N/A	6	Not Moving 3 Tiles	5030

REWARDS	AP	CP	CLAN TALENTS
Gold Chalice x1	30	82	Teamwork +2



The enemy.

Make sure you have one healer here if you are lower level than the quest's rank. Otherwise, the only thing you need to focus on every turn is moving three tiles or you lose automatically. You should try to take out the assassin and elemental first and be sure to never move anywhere you may be boxed in. After the first two just take the others down in any order, always remembering to follow the law.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Ninja	32-46	4	Random	Green mage	32-41
2	Random	Trickster	32-46	5	Random	Elementalist	32-41
3	Random	Time mage	32-41	6	Random	Assassin	32-46

SQ227 ESCORT WANTED

Protect Thomas as he travels through the Goug Mines looking for ore.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
41	Goug, Goug Mines	Goug	500	20	Complete <i>A Request</i> and the following battle.

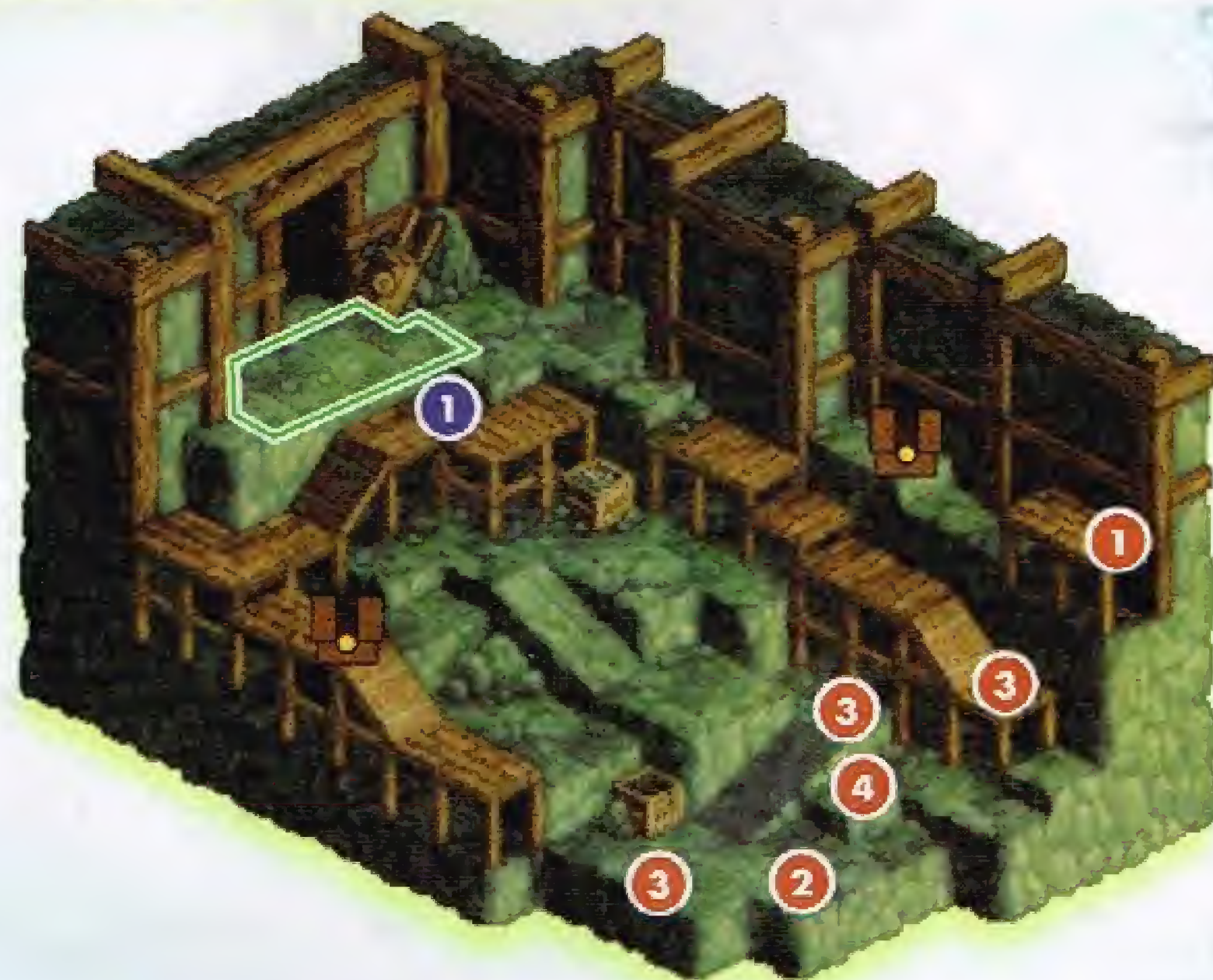
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Thomas and defeat all foes!	Fair	1 Thomas	5	Knockback	7180

REWARDS	AP	CP	CLAN TALENTS
Putrid Liquid x2	30	82	Teamwork +2, Adaptability +2



Thomas needs your help.

This fight can be tough, since the enemy has attacks like Steal Thoughts that can Addle your party members. They can also cast Deep Sleep which inflicts Stop and Sleep. Your top priorities should be the lamashitu who can Kiss you, which puts Charm and Doom on a character, followed by the deathscythes. Be sure to keep a watchful eye on Thomas because the headless can inflict some heavy damage. If possible, Disable their abilities rendering them useless until you can get to them. Have your healer stand up top so it is in range to not only heal your party, but also damage the undead. Once all of the enemies are defeated, you can help Thomas search for his ore.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Deathscythe	34-41	3	Random	Headless	34-41
2	Random	Deathscythe	34-41	4	Random	Lamashitu	34-43

SQ228 GOUG NIGHTWATCH

The Goug Nightwatch needs your help!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
41	Goug, Goug	Goug	500	20	Complete A Request and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes within four rounds!	Fair, Rain	1 2 3	4	Debuffs	6620

REWARDS	AP	CP	CLAN TALENTS
Orichalcum x1	30	82	Teamwork +2



Attack!!!

Head to Goug and join the Nightwatch to protect the town from robberies that have been occurring recently. The town has also hired some pretty tough guards to help you eliminate this threat as quickly as possible. You must defeat these enemies in four rounds, which isn't too hard with the help of the guests. Focus on the luchorpan first, then surround the baknamys and take them down. Be sure to bring at least one healer just in case you get into trouble.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Baknamy	31-40	3	Random	Baknamy	32-41
2	Random	Baknamy	34-43	4	Random	Luchorpan	35-44

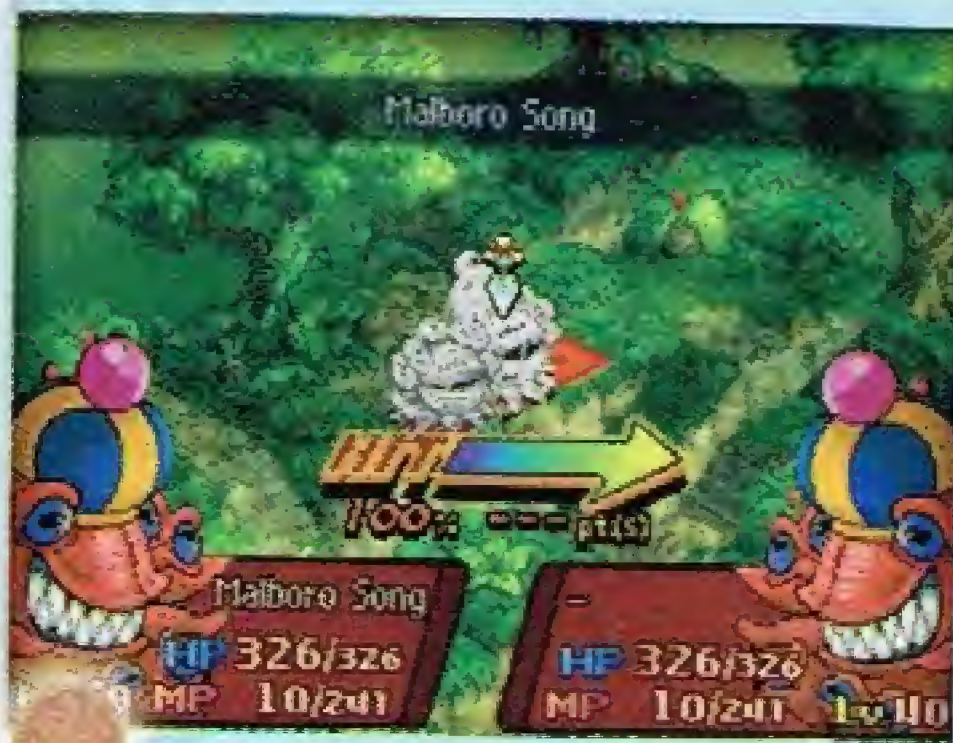
SQ229 HORS D'OEUVRE OF THE HOUR

Head to Jadewood and get the ingredients needed for the Culinary Crusade's latest dish.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
41	The Bisga Greenlands, Jadewood	Carnoa	500	20	Complete A Request and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Uphold the law and defeat all foes!	Fair, Rain	N/A	6	Fire	3980

REWARDS	AP	CP	CLAN TALENTS
Ancient Turtle Shell x2	30	82	Aptitude +2, Teamwork +2



Malboro song.

Here you face three malboros and one malboro king. It appears these are the ingredients the Crusade needs. Do not use any Fire-based attacks here, including weapons, to keep from failing the quest even if you defeat these foes. Be sure to equip any gear you have that makes you immune to debuffs, so you can avoid their Bad Breath attack. There is no time limit here, so use your entire team to take down the malboros on your path to the malboro king. Get rid of him as soon as possible, since he just goes around buffing himself and the other malboros with Regen and Attack Up using Malboro Song. Once you defeat all the malboros, you receive a Malboro Vine and your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Malboro	31-40	3	Random	Malboro king	32-41
2	Random	Malboro	30-39				

SQ230 JYLLAND CUP

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
41	Moorabella, Moorabella Aerodrome	Moorabella	500	10	Complete <i>The Dig</i> , <i>Ordalia Cup</i> , and be in the month of Coppersun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in each bout.	Fair	N/A	6	Varies	6720

REWARDS	AP	CP	CLAN TALENTS
Gift of the Judge-Sal x1	30	82	Teamwork +4, Adaptability +2

It's time to fight in the Jylland Cup! This tourney is the largest one yet. You must compete in seven bouts before you can claim the championship of all clans and earn the greatest respect.



Are you ready to face the final challenge?

For all of the bouts in this tourney, you should focus your fire on each team member you're trying to defeat using area effect attacks whenever possible. Your first bout is against the Arbiters of Death. You've fought them before and the same tactics hold true. Defeating their illusionist and sage first is the key to making this an easier fight. While doing this, your fencer or elementalist should be used to Disable the dragoon's abilities as well as the snipers.

Next you face the Nortyrants. Here you want to take out the parivir and seer before any other targets. Parivirs can unleash large amounts of damage to a single target and seers can heal and deal decent area effect damage. Lock out the trickster and geomancer abilities, and the rest of the enemies should fall easily.

Your third bout is against Prima Donna again! Just like the other times you've fought them, be sure to take out the spellblade and elementalist before the others because their debuffs can cause a lot of problems for your team and can even Doom them. Save Mayhew for last, since it takes a concentrated effort of special abilities to take her out. She automatically dodges normal attacks.

The fourth bout is against the Eastwatch. These guys can do tremendous amounts of damage because they have three parivirs, two ninja, and an assassin. Ignore the assassin and concentrate your area effect damage and single target damage on the parivirs. Be sure to take one down quickly to help even the odds. Use any Disabling magick on the other parivirs and then take down the ninja. Once all the others are down, surround the assassin so she can't run around, vanishing and attacking constantly.

Delite Delta is your opponent for the fifth bout. Don't use magick against these three or you will soon regret it. They all wear Mirror Mail, so they have the Reflect ability on them at all times. Close in with melee attacks and use speed-reducing melee moves to make them twice as slow as your team. Defeat the white mage first, followed by the summoner, then finally the assassin.

Your sixth bout is against House Bowen! Take down Tweigel quickly to cut off their area effect damage potential and then focus on Loa to keep her off of your weaker members. Surround Bowen and use melee attacks and elemental magick to beat him. Then surround Veis to keep her from escaping. She vanishes a lot, so it takes a few rounds to get her down.

The final bout is against Hopcroft. This team is strong, but nothing you haven't beaten before. Disable the dragoon as soon as possible and take out the black and white mages. This severely limits their power, leaving you free to knock down the arcanist. After this just bring down the ninja and raptor and finally take out the dragoon. He is the toughest one and as long as he is disabled, he should be saved for last.

Congratulations! You are now the champion of the Jylland Cup and as an added reward, you receive the Gift of the Judge-Sal.

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Arbiters of Death	Illusionist	37-51
2	Arbiters of Death	Hunter	34-46
3	Arbiters of Death	Dragoon	34-46
4	Arbiters of Death	Sage	34-46
5	Arbiters of Death	Sniper	34-46
6	Arbiters of Death	Berserker	34-46

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Nortyrants	Parivir	37-51
2	Nortyrants	Seer	37-51
3	Nortyrants	Trickster	37-51
4	Nortyrants	Green mage	37-51
5	Nortyrants	Flintlock	37-51
6	Nortyrants	Geomancer	37-54

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	Mayhew	Raptor	42-59
2	Valentyne	Spellblade	42-56
3	Alvette	Fencer	42-56
4	Lili	Hunter	42-56

ADVERSARIES IN BOUT FOUR

	NAME	JOB	LEVEL
1	Kojiro	Parivir	37-51
2	Zengen	Parivir	37-54
3	Jinpei	Parivir	37-51
4	Gisuke	Ninja	37-51
5	Hayate	Ninja	37-51
6	Saki	Assassin	37-51

ADVERSARIES IN BOUT FIVE

	NAME	JOB	LEVEL
1	Delite Delta	White mage	37-54
2	Delite Delta	Summoner	37-54
3	Delite Delta	Assassin	37-54

ADVERSARIES IN BOUT SIX

	NAME	JOB	LEVEL
1	Bowen	Fighter	37-54
2	Tweigel	Illusionist	34-51
3	Loa	Ravager	34-51
4	Veis	Assassin	37-54

ADVERSARIES IN BOUT SEVEN

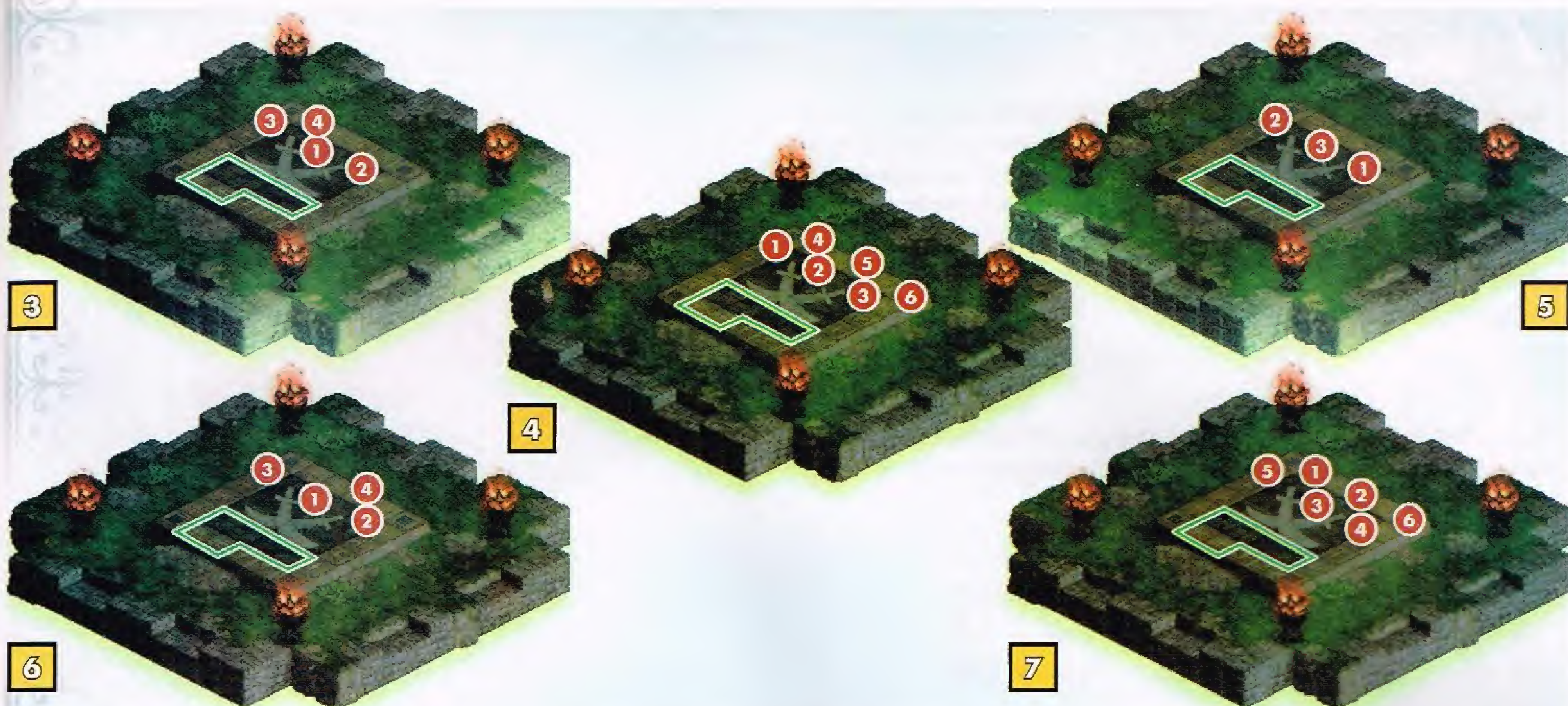
	NAME	JOB	LEVEL
1	Hopcroft	White mage	37-51
2	Hopcroft	Black mage	37-51
3	Hopcroft	Ninja	37-54
4	Hopcroft	Dragoon	37-51
5	Hopcroft	Arcanist	37-51
6	Hopcroft	Raptor	37-51



1



2



SQ231 MOORABELLA CUP

The Moorabella Cup pits you against three other clans. Beat them all to win the championship!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
41	Moorabella, Moorabella	Moorabella	500	10	Complete <i>Pearls in the Deep</i> , then watch the event in Grasztan, also complete <i>Grasztan Cup</i> and be in the month of Mistleaf.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in each bout.	Fair	N/A	6	Items	7760

REWARDS	AP	CP	CLAN TALENTS
Raging Brooch x1	30	82	Teamwork +3, Adaptability +2

The three clans you face are the Bangaa Brotherhood, Nu Mou Nobles, and Arbiters of Death. These fights are fairly straightforward in how you tackle them. When going into the first bout, be sure to eliminate the bishop and templar first as they are the easiest. Always use Fire Whip on the casters to try to Disable them. This buys you time to deal with them. Send in all of your units using ranged attacks if necessary to burn one caster down, preferably the bishop first. After the casters are down, take out Mecedad the cannoneer so he can't inflict ranged damage on you. Use magick attacks when possible on the warrior, defender, and gladiator to wear them down, as their resistances are low.

Next you battle the Nu Mou Nobles, and their bout is probably the most painful of the three. The illusionist and alchemist have massive area effect damage potential, so these units should be your top priority.

Have your elementalist Disable the white mage's ability until you can finish up with the heavy damage dealers. Beware Madreth because he has a Death spell with a better than average chance of hitting. If you can keep the white mage Disabled, go for Madreth next. After that your target should be the white mage followed by the rest. Make sure you have plenty of healing potential during this fight and someone with the Raise ability just in case one of your team goes down.

Lastly, you face the Arbiters of Death. Despite their name, they aren't too tough if you take out their illusionist right away, followed by the sage. The sniper can inflict some very high damage on your units; use Fire Whip to Disable her abilities until you can get to her. Her Doubleshot ability can be devastating, especially to your casting units. After these enemies are down, use mainly magick or ranged ability attacks on the remaining melee units while you heal up. Once you defeat the last of them, you are declared the champion of the Moorabella Cup and also receive the Raging Brooch!



The first bout.

ADVERSARIES IN BOUT ONE

	NAME	JOB	LEVEL
1	Mecedad	Cannoneer	17-69
2	Bangaa Brotherhood	Warrior	15-67
3	Bangaa Brotherhood	Defender	13-68
4	Bangaa Brotherhood	Gladiator	14-65
5	Bangaa Brotherhood	Bishop	14-66
6	Bangaa Brotherhood	Templar	16-69

ADVERSARIES IN BOUT TWO

	NAME	JOB	LEVEL
1	Madreth	Arcanist	17-69
2	Nu Mou Nobles	White mage	14-65
3	Nu Mou Nobles	Black mage	13-68
4	Nu Mou Nobles	Illusionist	16-69
5	Nu Mou Nobles	Time mage	15-67
6	Nu Mou Nobles	Alchemist	14-66

ADVERSARIES IN BOUT THREE

	NAME	JOB	LEVEL
1	Arbiters of Death	Illusionist	17-69
2	Arbiters of Death	Hunter	16-69
3	Arbiters of Death	Dragoon	15-67
4	Arbiters of Death	Sage	14-65
5	Arbiters of Death	Sniper	13-68
6	Arbiters of Death	Berserker	14-66



SQ232 DEVILISH DELIGHT

Soup is always good!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
42	Goug, Firewyrn Mount	Goug	500	20	Complete <i>A Request and Hors D'oeuvre of the Hour</i> , then investigate the well in <i>Odd Places</i> before clearing that quest.

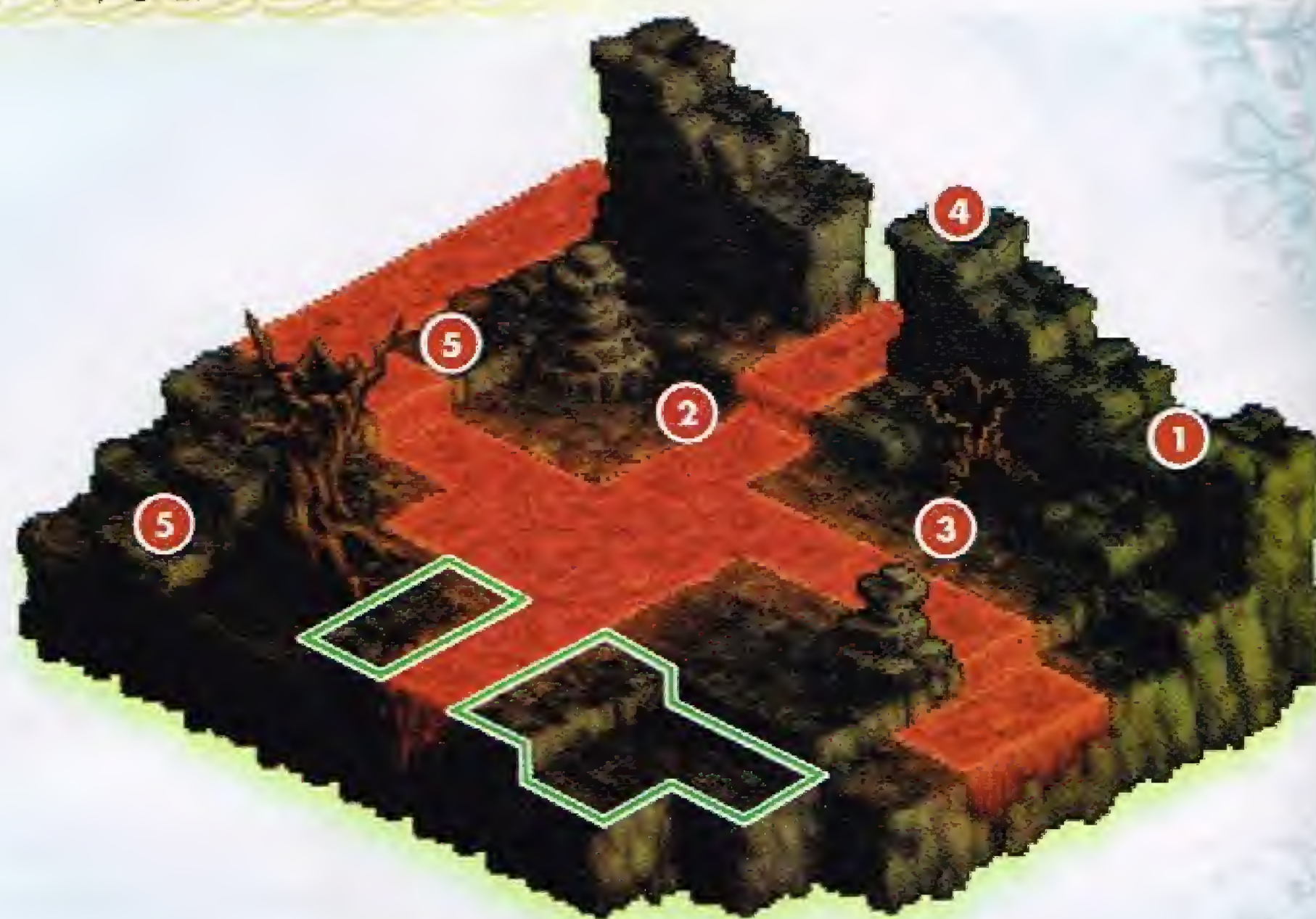
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes in 4 rounds!	Fair, Rain	N/A	6	Being Robbed	6410

REWARDS	AP	CP	CLAN TALENTS
Prime Tanned Hide x1, Fiend's Blood x1	30	84	Teamwork +2, Adaptability +2

The enemy thief's Steal Gil and Steal Items abilities cause you to break the law if they are successful. Concentrate on defeating the thief first, to lessen your chance of breaking the law. Once the thief is down, use Ice-based attacks on the two fire drakes before mopping up the rest.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random Thief	32-41	4 Random Berserker	34-43		
2 Random Master monk	33-42	5 Random Fire drake	31-40		
3 Random Beastmaster	33-41				



SQ233 THE FINEST BLADE

Defeat the deadly blade biter!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
42	The Neslowe Passage, The Neslowe Passage	Goug	500	20	Complete <i>The Dig</i> , then investigate the well on the lower left of <i>Odd Places</i> before clearing that quest.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the blade biter.	Fair	N/A	6	Bludgeoning Weapons	7740

REWARDS	AP	CP	CLAN TALENTS
Tanned Hide x1	30	84	Teamwork +2

The blade biter's Resonate ability automatically inflicts Disable on any units equipped with weapons like swords or axes. Any allies you deploy equipped with weapons that don't resist this effect, like rapiers and axes, have a hard time participating in battle. In addition, the blade biter is weak against Wind, so use Aero or attacks with the elfin bow to deal huge damage. The pit beasts have a counterattack ability which can damage you when you least expect it, so make sure to keep yourself healed.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Blade Biter	Toughskin	37-49	4 Random Hoppy bunny	37-48	
2 Random Pit beast	37-46	5 Random Rocktitan	37-46		
3 Random Pit beast	37-46				

SQ234 MEMORIES FORGED

Head to Gorday Mine, find out what is going on with Frimelda, and see what you can do to help her become whole again.

Here you face two wolves and two floating eyes. The main objective here is to discover what the shining object on the ground near the floating eyes is. Send your whole team up there and take them down quickly to examine the object. Once you do, you complete this part of the quest and must now travel to Kthili Sands to deliver the curative to Frimelda. When you arrive at the Ochre Wasteland, you witness Luc Sardarc fighting to protect Frimelda from four other ghouls. Get in there and defeat all the ghouls using holy magick and restoration items and spells. Be sure to eliminate their gravestones so they can't return again. After this battle is over, you restore Frimelda to her true form and she offers to join your clan.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
42	Nazan Mines, Gorday Mine	Goug	500	20	Complete <i>Through Another's Eyes and Hunted</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Investigate the shining object!	Fair, Rain	N/A	6	Back Attack	6620
REWARDS	AP	CP	CLAN TALENTS		
High Arcana x1, Frimelda Rejoins Clan	30	84	Negotiation +2		



Investigate the shining object.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Wolf	37-41	3 Random	Floating eye	37-41
2 Random	Wolf	37-41			

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Ghoul	35-43	3 Random	Ghoul	37-46
2 Random	Ghoul	36-44			

1



2



SQ235 SURVEY NO. 260

Examine the area for points of interest.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
42	Neslowe Passage	Goug	500	20	Complete <i>A Request</i> and <i>Survey No. 259</i> , then investigate the well at the lower left of <i>Odd Places</i> before clearing that quest.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Survey points of geological interest!	Fair	N/A	6	Opportunity Commands	10250
REWARDS	AP	CP	CLAN TALENTS		
Firebird Crystal x1	30	84	Aptitude +2, Adaptability +2		

The most dangerous enemies in this battle are the paravir, the ninja, and the master monk. Defeat these first, and you should be able to survey the remaining points of interest with ease.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Paravir	34-43	4 Random	Master monk	34-43
2 Random	Ninja	34-43	5 Random	Cannoneer	34-43
3 Random	Seer	34-43	6 Random	Trickster	34-43



SQ236 THE STONE WITH NO NAME

Taura wants to see his teacher's work completed even though his master, Mauri, told him not to go near the Stone. Head to the Hall of the Kings and help him discover the secret of the Stone with No Name.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
42	The Ruins of Delgantua, Halls of Kings	Moorabella	500	20	Complete <i>A Request</i> and the following battle, and also complete <i>The Sun Seal</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Examine the Stone with No Name!	Fair, Mist	N/A	6	Restoring HP	6530

REWARDS	AP	CP	CLAN TALENTS
Mythril x1	30	84	Aptitude +2, Teamwork +2, Adaptability +2



The Demon Wall.

All the stones must be examined here in order to win. Take down the luchorpan. These should pose little threat to you at this point, as they do little damage and are fairly slow. Once they are defeated, examine each stone and once all three are reacting to your seals, you are teleported to another land where you must face a Demon Wall! This evil wall is impervious to all debuffs, so just hit it with your strongest abilities. If you have a moogles knight with Ultima Charge, you can do substantial damage to the wall in one blow with a high hit chance. Make sure you have this job with you to make the fight go more easily.

ADVERSARIES IN THE FIRST BATTLE

	NAME	JOB	LEVEL
1	Random	Luchorpan	32-41
2	Random	Luchorpan	32-41

ADVERSARIES IN THE SECOND BATTLE

	NAME	JOB	LEVEL
1	Trapped Demon	Demon Wall	37-46



SQ237 BONGA BUGLE — PLUMFROST

You've got another interview with the Head Editor!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
43	Moorabella, The Snowdust	Moorabella	500	4	Complete <i>A Request</i> and the following battle, then read the notice "The Bonga Bugle," and be in the month of Plumfrost.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Pass the interview.	N/A	Head Editor	1	N/A	2

REWARDS	AP	CP	CLAN TALENTS
N/A	10	N/A	N/A



Pass the interview!

It's Plumfrost and time to interview for a job with the Bonga Bugle once again. Meet the Head Editor and give him the secret phrase "You'll be Owner next!" to land the job.

SQ238 FLUORGIS NIGHTWATCH

Head to Fluorgis and join the Nightwatch and put an end to the recent robberies taking place in the town.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
43	Fluorgis, Fluorgis	Fluorgis	500	20	Complete <i>A Request</i> and the following battle.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes within four rounds!	Fair	<ul style="list-style-type: none"> 1 Bowen 2 Tweigel 3 Loa 4 Veis 	4	Swimming	6620
REWARDS					
High Arcana x1			AP 30	CP 86	CLAN TALENTS Teamwork +2



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Baknamy	33-42	3	Random	Baknamy	34-43
2	Random	Baknamy	35-44	4	Random	Luchorpan	36-45



Tweigel's Stardust.

Though it seems like an even battle at the start, House Bowen joins the fight with their team completely surrounding the enemy baknamy. This fight is very short. Just get your team up and try to take down the closest baknamy in front of you, as Tweigel unleashes his spells and decimates the bandits. You can snag some experience here if you're quick, but House Bowen is very strong so don't expect to be in this battle long.

SQ239 MY LITTLE CARROT

Carrot has escaped the Menagerie! Head to Zedlei Forest and capture Carrot so you can take her back home.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
43	Zedlei Forest, Zedlei Forest	Moorabella	500	20	Complete <i>The Dig</i> and <i>Hellhound Astray</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Carrot!	Fair, Rain	N/A	6	<20 Damage	6090
REWARDS					
Scarlettite x1			AP 30	CP 86	CLAN TALENTS Teamwork +2, Adaptability +2



The realization...

It appears Carrot has gone completely wild so you are forced to just put her down. Unfortunately, there are a lot of other creatures nearby who attack you on sight. It's a good idea to divide up your team. Send four to go attack the tonberry and the remaining two to take out the brown chocobo. Beware the tonberry's Stalk ability and move whomever it is stalking far from it. If the tonberry catches them, it takes them down in one shot. Also be sure to have some job types such as the raptor, elemental, or the illusionist who have Wind-based attacks as they are super effective against malboros. Once these first foes are gone, concentrate all your fire power on taking out Carrot. She has the Love Song ability that grants Regen and Defense, so be sure to have everyone attack her at once to put her quickly out of her misery.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Carrot	Cassie	37-51	4	Random	Tonberry	37-46
2	Random	Red chocobo	37-46	5	Random	Great malboro	37-49
3	Random	Brown chocobo	37-46				

SQ240 RAVAGER

Tigrina, a ravager, has issued a challenge to Clan Gully in the Larva Den. Head to the Galleria Deep and prove your battle prowess.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
44	The Galleria Deep, Larva Den	Camoo	500	20	Complete <i>A Request</i> and the following battle.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speed Battle vs. Tigrina.	Fair	1 Tigrina	4	Targeting Distant Units	6720

REWARDS	AP	CP	CLAN TALENTS
Scarlete x1, Ravager Job Unlocked	30	88	Aptitude +2, Teamwork +3, Adaptability +2



Tigrina thinks very highly of herself.

It's four on one in this Speed Battle because that is just how good Tigrina thinks she is. You will have no trouble beating her to the punch. Just get down to surround the flowsand lord with the Counter ability on and keep attacking him. He has a massive amount of HP, but it should only take a few rounds for your team to whittle them down. If you have a moogles knight, wait to use any abilities with him until the Flowsand Lord is under 400 HP, then use Ultima Charge to finish him off. You can claim victory, and also learn how to become a ravager from Tigrina.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Flowsand Lord	Yowie	37-51	3	Random	Pit beast	36-43
2	Random	Pit beast	34-43				

SQ241 RED KING OF CINQUEUR

The Red King of Cinqueur, Ruuj, has issued a challenge to all warriors to defeat him if they can. Accept the challenge and show him what Clan Gully is made of!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
44	Baptiste Hill, The Boulderfall	Camoo	500	20	Complete <i>You Say Tomato</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Red King Ruuj!	Fair, Rain	N/A	6	Fire, Ice, Lightning	8110

REWARDS	AP	CP	CLAN TALENTS
Chocobo Skin x1, Coeurl Pelt x1, Sequencer x1	30	88	Aptitude +2, Teamwork +2



Sequencer.

This battle isn't too tough once your team is around level 25. The worst part of fighting Ruuj is his Doublecast ability, and since Ruuj is so much higher in terms of level, his Counter move hurts you badly. Try to make use of your dragoon's ability to hit a target two squares away and the Moogles Lance ability, to stay away from Ruuj. Also make sure to have multiple ways of healing if you want everyone to survive this encounter. The elementalists' Boulder Crush ability is useful to Immobilize Ruuj. Once you get a good position, just make sure you don't let your units get too low on health because the King's Doublecast ability makes short work of anyone at less than 150 HP if they are the target. Once you defeat Ruuj, he warns you of the Blue King and you also get a special sword for winning, Sequencer.



ADVERSARIES

	NAME	JOB	LEVEL
1	Ruuj	Red Mage	43-45

SQ242 CARAVAN CRY II

You have received an urgent request for aid from the Pie-Thon Caravan. Head to the Zegrots Stones and see if you can help them in time.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
45	Sant D'also Bluff, The Zegrots Stones	Fluorgis	500	20	Complete <i>A Request</i> and the following battle, also complete <i>Aid the Serpent</i> and then read the notice "Sender Unknown."

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Duke Snakeheart and defeat all foes!	Fair, Rain	1 Duke Snakeheart	6	Non-elemental Effects	6010

REWARDS	AP	CP	CLAN TALENTS
Snowcat Crystal x1	30	90	Aptitude +2



Protect Duke Snakeheart!

Duke Snakeheart requires your aid, and even though he previously tried to take you out, you decide to help him. The only thing necessary to do here is move up your team together and hit Maquis and the Night Dancer very hard. Be sure on this quest to take the Agility Up clan privilege to help you avoid attacks and make it easier to hit Maquis as his evade rate is very high. All your team should be focusing on him and the Night Dancer. If they don't dodge your attacks, these two go down fairly quickly, since their defense isn't very high. Reducing them to zero ends the quest as Alys comes in to warn them of impending danger from Khamja. They all leave, even Duke Snakeheart. After they flee the battlefield, you receive your reward.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Maquis	Ninjo	42-51	3 Duelhorn	Seer	34-43
2 The Night Dancer	Trickster	40-49	4 Duelhorn	Master monk	33-42

SQ243 TRAINING WANTED

You need to help the newly trained Goug Watch toughen up by running some mock battles with them.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
45	Goug, Goug	Goug	500	20	Complete <i>The Dig</i> and <i>Watching the Watchers</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	Luso +5	>100 Damage	6620

REWARDS	AP	CP	CLAN TALENTS
Mysidia Alloy x1	30	90	Teamwork +2



Help the moogles toughen up!

The moogles are pretty quick and having your Speed Up privilege here helps you catch up to them. You start in the middle of the town area with the moogles all surrounding you. Move your team up the small street to start doing battle with the moogle knight. Having lots of ranged powers helps tremendously on this fight to help you damage units you can't reach due to tight quarters. Also a ravager or raptor is key here as she can fly over any moogles blocking her way to get to their ranged units. She should take on the black mage and thief on the lower right side while your team clears the way in the middle. Having attacks that knockback can help a great deal here, if you need to move past enemies because they are blocking a tight spot. Once the middle is clear, have a healer go help out the ravager or raptor if needed; otherwise, send everyone on the fusilier and tinker to give all the moogles a chance at battle.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Thief	36-49	4 Random	Moogle knight	37-51
2 Random	Black mage	35-48	5 Random	Fusilier	36-49
3 Random	Animist	33-46	6 Random	Tinker	35-48

SQ244 HUNTING SEASON

Time to go hunting!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
46	Grasztan, Shadeholme	Grasztan	500	40	Complete <i>Wanted: Sky Pirate Vaan</i> , watch the event in Grasztan, complete <i>A Lady's Insistence</i> , investigate the well on the right side of <i>Odd Places</i> before completing that quest. Must be in the month of Blackfrost.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Bring four Game tags to the Organizer.	N/A	N/A	6	See table at right	8750
REWARDS	AP	CP	CLAN TALENTS		
Quality Pelt x1, White Thread x1	30	92	Negotiation +3, Teamwork +3, Adaptability +3		

APPEARANCE STRENGTH

HP AT RUN	BASE APPEARANCE	1ST APPEARANCE	2ND APPEARANCE	3RD APPEARANCE
Over 70%	Base	Base	1st	2nd
70%	1st	1st	2nd	3rd
50%	2nd	2nd	3rd	3rd
30%	3rd	3rd	3rd	3rd

1ST TIME - GOLEM

BASE	1ST	2ND	3RD
44-99	39-46	34-41	29-36

The golem uses Brute Strength to increase its attack. Beef up your Defense to protect against this.

2ND TIME - HOPPY BUNNIES

BASE	1ST	2ND	3RD
34-99	29-36	24-31	19-26

Four hoppy bunnies appear at once and those that you defeat won't appear in the next month.

3RD TIME - CASSIE

BASE	1ST	2ND	3RD
49-99	44-51	39-46	34-41

The cassie uses Sweet Breath to cause Sleep and Slow. Attack quickly with all of your fire power so that the cassie can't fortify its defenses.

This quest can be done once per year during the month of Blackfrost. Travel to Shadeholme in Grasztan to meet with the Organizer. Each month, a target monster appears. Once you defeat this monster, you receive a Game Tag, which you must then take to the Sea of Boiling Flame in Kthili Sands before the time expires. If you lose one of the battles, you can try it again in the next month; but if you don't vanquish all the monsters by Plumfrost, you automatically fail. You can do this quest up to four times.

Each month sends you to a different location with different laws.

MONTH	LOCATION	FORBIDDEN	TURN LIMIT
Blackfrost	Bisga Greenlands	Ranged Weapons	2
Skyfrost	Carao, Shaug Tablelands	Fire, Ice, Lightning	2
Greenfire	Baptiste Hill, Sun-dappled Trail	Restoring MP	2
Bloodfire	Zedlei Forest, Formo Brook	Reaction abilities	2
Rosefire	Aldanna Range	Grouping	3
Coppersun	Galleria Deep	Not Moving	3
Goldsun	Rupie Mountains	Bladed Weapons	3
Silversun	Dyrne Plateau	Items	3
Ashleaf	Fluargis, Cannol Keep	Opportunity Commands	4
Mistleaf	Aisenfield, The Ligrass Headland	Height > or = 10	4
Emberleaf	Tramdine Fens, Catsbreath Field	Copycat	4
Plumfrost	Nozon Mines, Spellstone Load	Piercing Weapons	4

Your target changes each time you clear the quest. Usually only one monster appears, but the happy bunnies appear in groups of four. Once the required number of rounds is up, your target monsters run away. The strength they have in the next month is based on their strength and remaining HP after your previous fight.

4TH TIME - NAGARAJA

BASE	1ST	2ND	3RD
54-99	49-56	44-51	39-46

Nagaraja are weak against Holy attacks, so use abilities like Holy and Saint Cross to deal a great deal of damage.

SQ245 RANCHER'S REQUEST - RED

Yew needs a red chocobo for his ranch.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
46	Targ Wood, Targ Wood	Moorabella	500	20	Complete <i>Seeking the Stone</i> and <i>Rancher's Request-White</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the red chocobo!	N/A	N/A	1	N/A	1750
REWARDS	AP	CP	CLAN TALENTS		
Pink Tail x5	30	92	Adaptability +2		

Be sure to have captured a red chocobo with your chocobo knight before accepting this quest. Once you arrive, deploy your chocobo knight on his mount and hand it over to Yew. His collection is now complete.

SQ246 RUINOUS TRAPS

Help Esther remove some traps in monster infested ruins!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
46	The Ruins of Delgantua, The Ruins of Delgantua	Moorabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Graszton, also complete <i>A Fatal Mistake</i> .

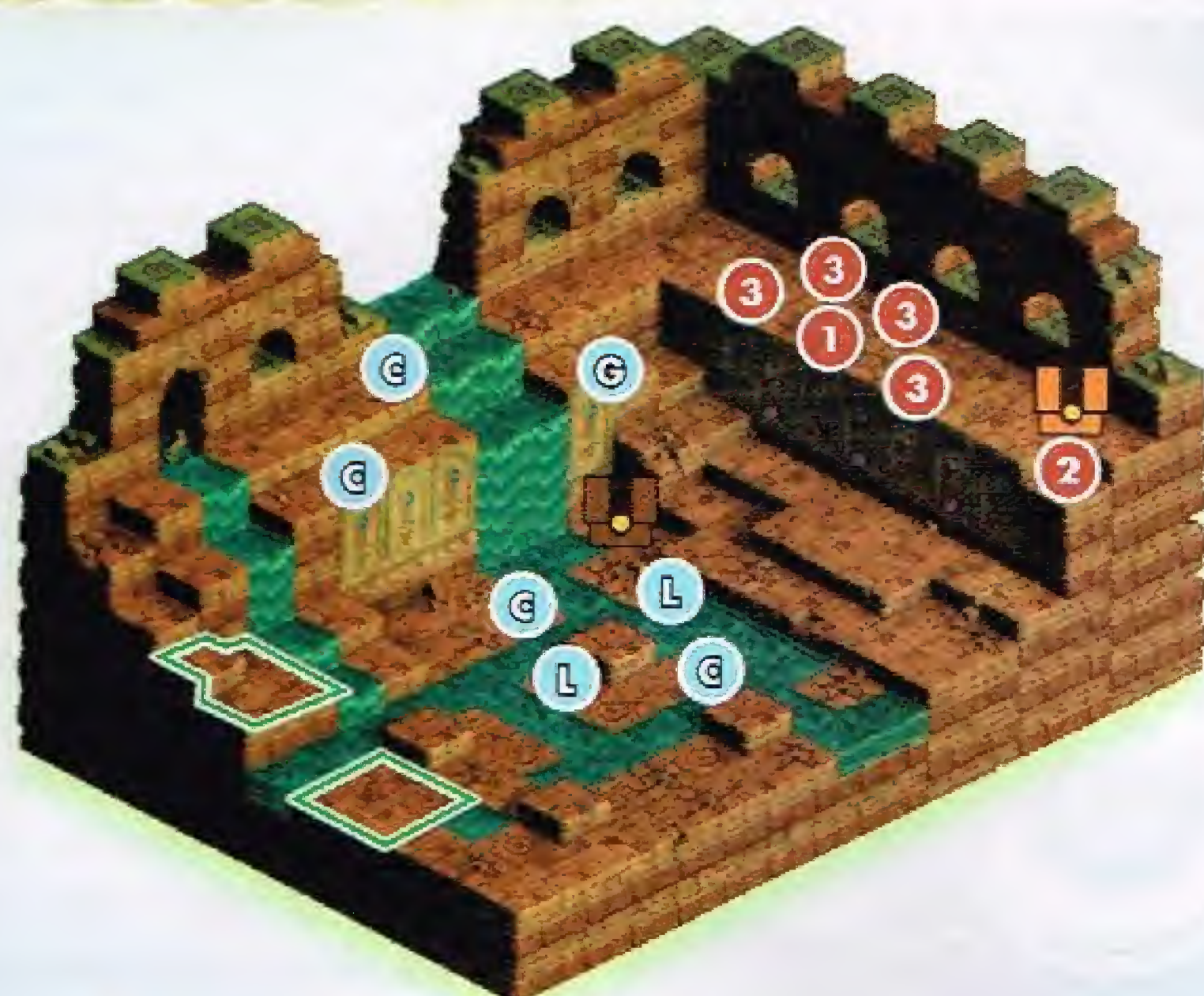
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Uphold the law and destroy the traps!	Fair, Mist	N/A	6	Attack	9450

REWARDS	AP	CP	CLAN TALENTS
Windslicer Pinion x2	30	92	Adaptability +2



A raptor grabs the last trap.

When you arrive the monsters are quite angry with you, but the good news is they move fairly slowly. Make sure to remove any Counter abilities on this map or you fail. Take fast-moving, quick units here and also try to equip gear that provides immunity to Charm, since a good number of the traps Charm you. Take a raptor to this battle to easily snag the last trap located where the monsters start the battle. Just be sure to not attack anyone and this is an easy victory.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Luchorpan	31-41	3	Random	Baknamy	31-39
2	Random	Tonberry king	31-41				

SQ247 THE ART OF GASTRONOMY

This is the ultimate chef's task!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
47	Aisenfield, Aisenfield	Fluorgis	500	20	Complete <i>Pirate Problems</i> and <i>Flantastic Finish</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	Actions by humes	10700

REWARDS	AP	CP	CLAN TALENTS
Spider Silk x1, Tanned Beast Hide x1	30	94	Adaptability +2

Some of the enemies appearing on this map have the Cross-Counter ability which deals massive damage to units who have the Counter ability set. You can therefore nullify this attack by removing any Counter abilities you have set. The aforementioned enemies all have Counter or Blink Counter set, so use your own Cross-Counters to deal huge damage to them.

ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Behemoth	42-52	3	Random	Reaver	42-52
2	Random	Behemoth	44-54				



SQ248 STARSTRUCK

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
47	The Ruins of Delgantua, Gateway to the Past	Moorabella	500	20	Complete <i>A Request</i> and the following battle, also complete <i>The Storage Shed</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Mist	1 Mayhew, 2 Valentyne, 3 Aluette, and 4 Lili	3	Restoring MP	8670

REWARDS	AP	CP	CLAN TALENTS
Waterwyrd Crystal x1	30	94	Teamwork +2, Adaptability +2



Maim Blade.

If your level is lower than the rank here, bring a healer with you; otherwise, just bring your heavy hitters to take down these monsters quickly. With Prima Donna aiding you, it should take no time to defeat these creatures. Send one of your highest damage dealers to the lamia and the other to the headless. These enemies are on the edge of a long drop so if you have skills that automatically knock a target back, use them here to do tons of damage when you knock them off the edge. Your other teammate should head down to face the nighthog, deathscythe, and great malboro. If you didn't bring a healer, save the deathscythe for last because you still win once it turns to a tombstone if all the other monsters have been defeated. By now Prima Donna and your whole team should be on the remaining monsters making short work of them.

Prima Donna wants you to fight as their bodyguards against a group of beasts, since their stage combat has been lacking lately.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Deathscythe	34-63	4	Random	Great malboro	32-62
2	Random	Nidhogg	33-61	5	Random	Lamia	32-60
3	Random	Headless	30-58				

SQ249 DRAWN BRIDGE

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
48	Goug, Goug Mines	Goug	500	20	Complete <i>Through Another's Eyes</i> and you must be in Goug.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Find the Dow Bridge key!	Fair	N/A	6	Items	7180

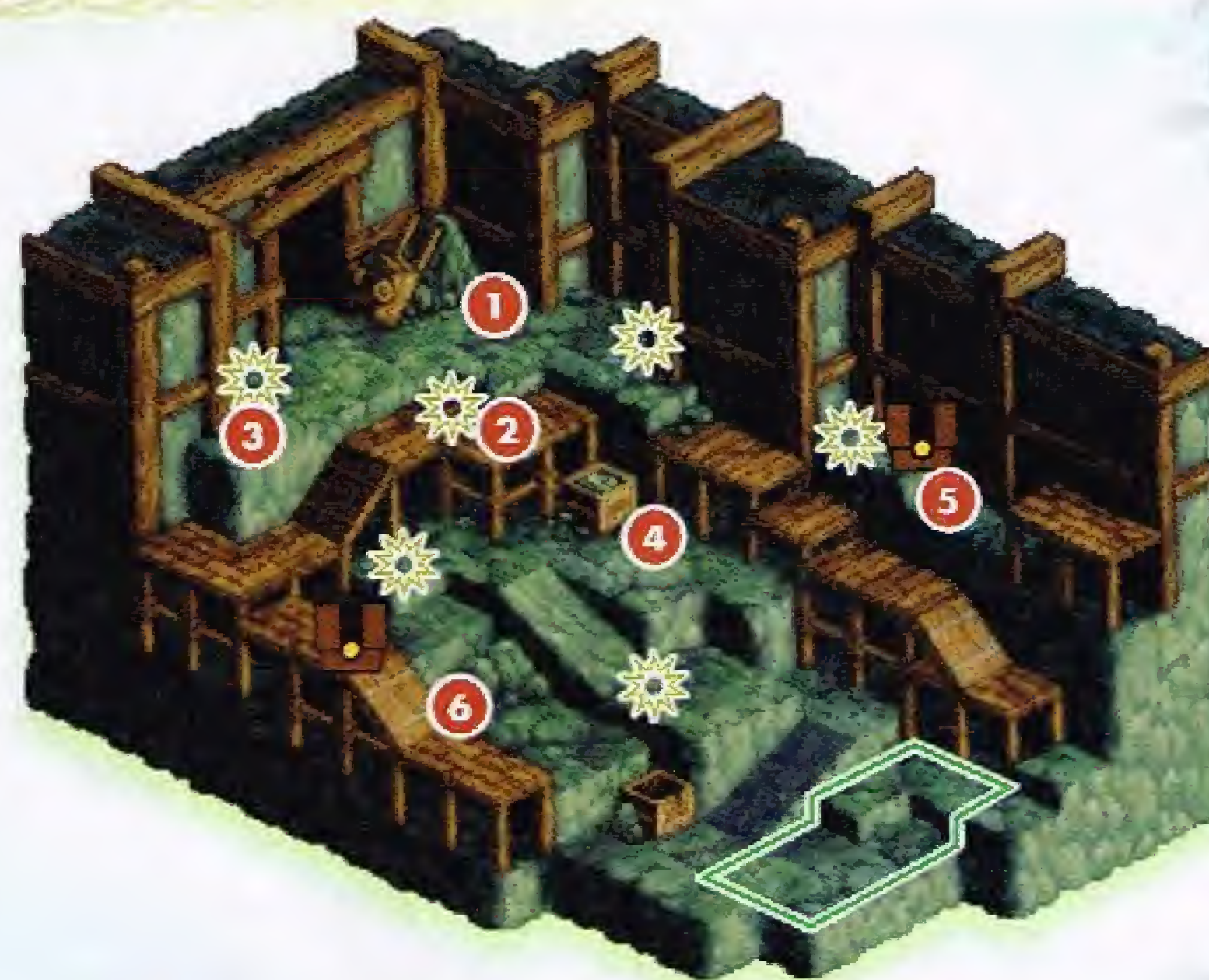
REWARDS	AP	CP	CLAN TALENTS
Einherjarium x1	30	96	Teamwork +2, Adaptability +2



There are always monsters.

When you arrive, the area is overflowing with mimics and a magick pot. Do not concern yourself with fighting these monsters because the instant you kill one, another will appear! Just quickly move to each search location represented by the sparkle on the ground and search for the key. Once you find it, victory is yours and the bridge will now work, connecting Goug to Kithili Sands.

Help recover the key required to operate the Dow Bridge. Tchipo says he lost it in Goug Mines down one of the shafts.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Magick pot	41-51	4	Random	Mimic	40-50
2	Random	Mimic	43-53	5	Random	Mimic	38-48
3	Random	Mimic	41-51	6	Random	Mimic	36-46

SQ250 THREE-POINT STRATEGY (PART 1)

Duelhorn is preparing for a major offensive and it entails hitting three major cities to cause confusion while they prepare to attack Khamja!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
48	Camoa, Camoa	Moorabella	500	20	Complete <i>The Dig</i> and <i>Summons</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Night Dancer!	Fair, Rain	N/A	6	Harming the Opposite Sex	4920

REWARDS	AP	CP	CLAN TALENTS
Wyvern Wing x1	30	96	Negotiation +2, Teamwork +2



Duelhorn is ready for a major offensive.

If you want to uphold the Judge's law here, you can't send any female units into battle. If you aren't concerned with the law, send in a ravager with Sprint Shoes or Ninja Tabi and start on the boss right away. You only need to defeat the Night Dancer in order to win here. Also, use a time mage to Haste your ravager and Quicken her for many extra actions, resulting in the Night Dancer's defeat. If you need extra experience, take on the rest of the foes first. The defender is best defeated with magick attacks as melee does very little damage to him. Everyone else can be defeated with normal tactics.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	The Night Dancer	Trickster	53-62	4	Duelhorn	Master monk	40-49
2	Duelhorn	Dragoon	41-50	5	Duelhorn	Bishop	40-49
3	Duelhorn	Defender	41-50	6	Duelhorn	Cannoneer	41-50

SQ251 THREE-POINT STRATEGY (PART 2)

Alys the Ensorcelled is leading the attack in Moorabella. Put a stop to her!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
48	Moorabella, Moorabella	Moorabella	N/A	N/A	N/A

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Alys the Ensorcelled!	Fair, Snow	N/A	6	Actions by Viera	N/A

REWARDS	AP	CP	CLAN TALENTS
N/A	N/A	N/A	N/A



Evil Gaze.

The white mage, Alys, and the spellblade hang back most of the fight so send your entire team against the assassin, sniper, and elemental to put an end to them quickly because they are the real damage dealers here. Make sure to have units with good Jump attributes so you don't have to run around the buildings. Having good ranged secondary jobs helps a lot here as well, especially the fighter's Aura Blast. Once these three are defeated and you move toward Alys, the spellblade starts to come toward your team. Take her on with three of your units while the other takes down the white mage. Now it's just Alys, so send up a flying unit, like a ravager or raptor, to take her on as the rest of your team hits her with ranged attacks. She mostly just uses her Regen ability, Kirin, but it's not enough to keep her alive. Once she is down, you claim victory and one more Duelhorn boss is defeated.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Alys the Ensorcelled	Summoner	53-62	4	Duelhorn	Elementalist	40-49
2	Duelhorn	White mage	40-49	5	Duelhorn	Assassin	43-52
3	Duelhorn	Spellblade	41-50	6	Duelhorn	Sniper	41-50

SQ252 THREE-POINT STRATEGY (PART 3)

In Grasston you face Duke Snakeheart and his band of nu mou mages. Show him that Clan Gully won't let him get away with this plan!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
48	Grasston, Grasston	Moorabella	N/A	N/A	N/A

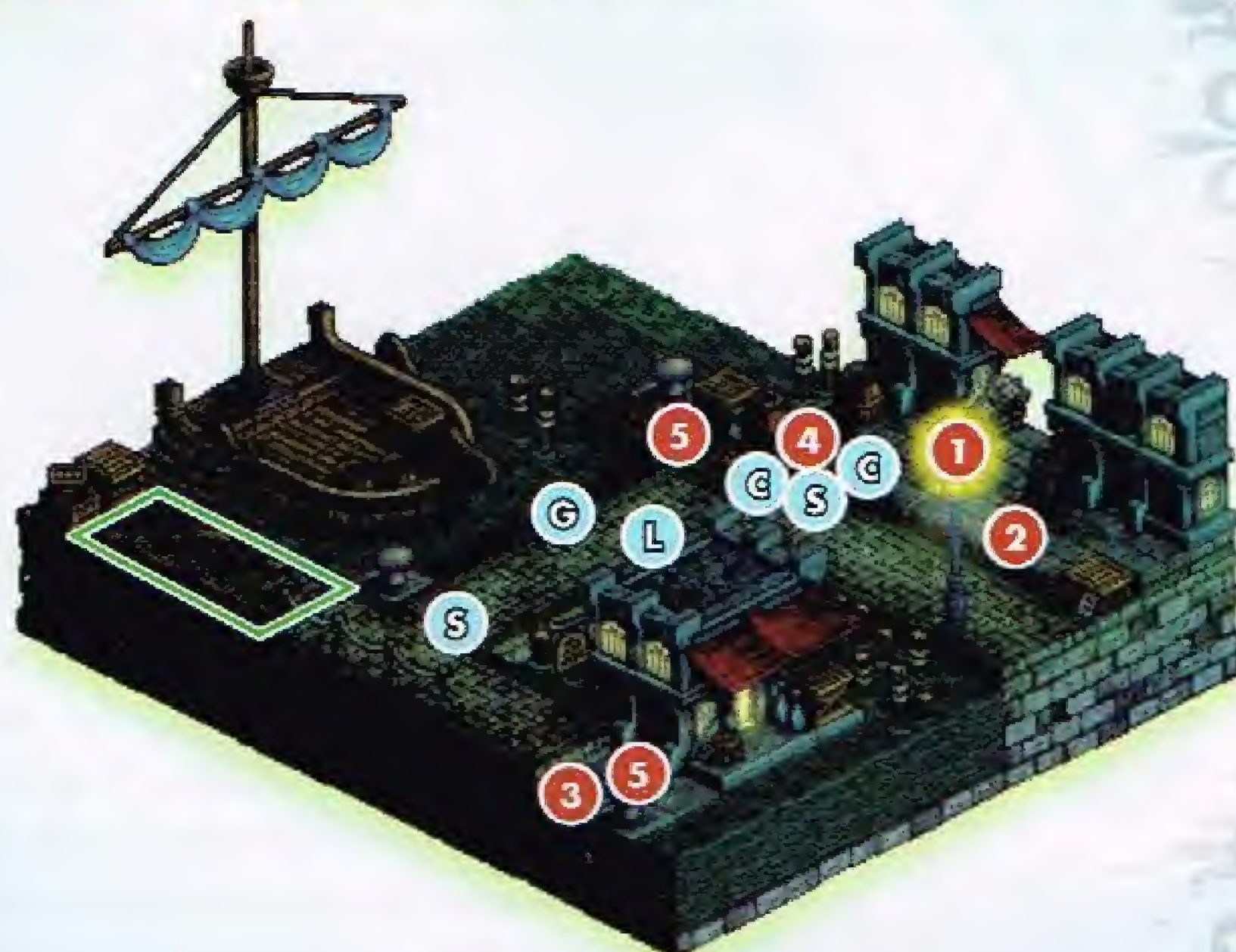
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Duke Snakeheart!	Fair, Rain	N/A	6	Targeting Self	N/A

REWARDS	AP	CP	CLAN TALENTS
N/A	N/A	N/A	N/A



Your deployment area.

You face Duke Snakeheart and his band of nu mou mages here. You can potentially take a great deal of damage against these foes, so head to Duke Snakeheart immediately because he is the only one you need to defeat in order to win. Send two units to the lower right to keep the mages busy while the rest of your team heads up the street directly to Duke Snakeheart. One of his team often gets Charmed by a trap on the ground by him, so he will fight for you as well. During this battle, you're going to take a good amount of area effect damage from the illusionist and the black mage, so make sure you have one good healer with you here. Once you get near Duke Snakeheart, unleash all your attacks against him. He doesn't have a lot of HP, so he drops fairly quickly. If you have a seer, Magical Frenzy is a great way to weaken multiple foes. Once Duke Snakeheart is down, the rest of Duelhorn leave the city and you are victorious!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Duke Snakeheart	Arcanist	46-55	4	Duelhorn	Illusionist	41-50
2	Duelhorn	White mage	40-49	5	Duelhorn	Time mage	40-49
3	Duelhorn	Black mage	41-50	6	Duelhorn	Sage	41-50

SQ253 TIME TO ACT

This is the Goug Watch's first real battle. Help them fend off the parivirs who are back for revenge!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
48	Goug, Goug	Goug	500	20	Complete <i>Through Another's Eyes</i> and <i>Training Wanted</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the Goug Watch and defeat all foes!	Fair, Rain	1 2 3 4 5	1	Harming Moogles	7650

REWARDS	AP	CP	CLAN TALENTS
Lightning Crystal x1	30	96	Negotiation +2, Teamwork +2



The sniper gets off a shot.

You only get to take one person with you for this quest. The moogles have no healing ability so take a unit that is good at both healing and damage. Seers work well for this role. Your first priority is to head down the right side and take down the illusionist and the arcanist. These two are the biggest threats and they can do the most damage to your moogle pals. Once they are defeated, head back to the center and heal up all the moogles you can while they fight to protect their town. The Goug Watch is shaping up nicely!



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Parivir	41-51	4	Random	Arcanist	41-46
2	Random	Ninja	41-49	5	Random	Sniper	41-47
3	Random	Illusionist	41-46				

SQ025 CHITA ON WEAPONS-MASTERS

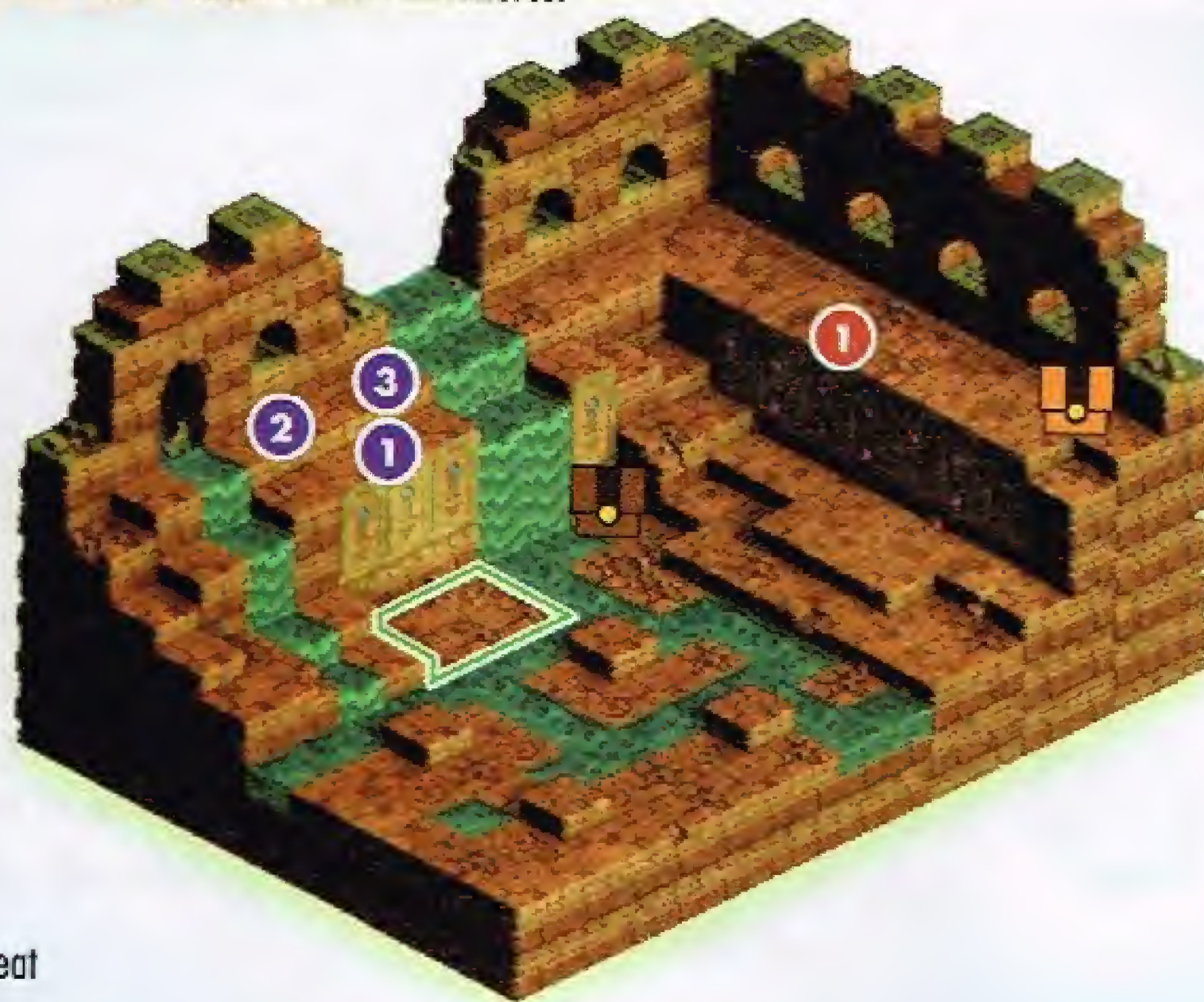
Since it seems that no one is listening to Chita's lectures, he's going to give a lecture to end all lectures!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
49	The Ruins of Delgantua, The Ruins of Delgantua	Moorabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch the event in Graszton, also complete <i>Chita on Weapons</i> - Adept.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Speed Battle vs. Chita's Weaponers	Fair, Mist	1 Chita and 2 3 Chita's Weaponers	4	Piercing Weapons	7550
REWARDS			AP	CP	CLAN TALENTS
Bundle of Needles x3, Materia Blade x1			30	98	Negotiation +2, Teamwork +2



Slowing the competition.

Head to Ruins of Delgantua to hear what Chita has to say and then beat him at a Speed Battle! It's good to fight dirty here. Having fast-moving units and a time mage easily places victory in your hands. Move everyone to the stairs and have the time mage slow Chita and his team. Next turn, move up and surround the mark. Chita and his team aren't able to do anything since they are all melee. Then, just unleash all your attacks on the mark and defeat it, receiving your final speech from Chita. You also receive the Materia Blade from him for mastering all his knowledge.



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Reaver	41-51

SQ255 WANTED: FRIENDS, KUPO!

Time to make a new friend.

Showing Montblanc all the treasure you've received impresses him, and he decides to join you and his brother Hurdy to do some quests of his own.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
49	Baptiste Hill, The Boulderfall	Comoa	500	20	Save game clear data, complete <i>The Ritual</i> , <i>Comoa Cup</i> , <i>Fluorgis Cup</i> , and <i>The Last Step</i> . Both Cup matches must be beaten without dispatch.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Meet Montblanc.	N/A	N/A	N/A	N/A	7800
REWARDS			AP	CP	CLAN TALENTS
Emperor Scale x1			30	98	Negotiation +3

SQ256 AN UNSEEN FOE

Anrias, Reporter of the Truth, wants you to check out the illegal monster gambling going on in Graszton and try to put a stop to it.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	Graszton, Graszton	Graszton	500	20	Complete <i>Through Another's Eyes</i> and <i>Poacher's Spotted</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the 'trices and defeat all foes!	Fair	1 Momatrice 1 Cluckatrice	Luso +3	<20 Damage	7880
REWARDS			AP	CP	CLAN TALENTS
Waterwyrd Crystal x1			30	99	Negotiation +3



Not everyone wants to stop the gambling.

You head into the pub to see a mamatrice and one of her cluckatrices being attacked by the gamblers. Make sure you head to the enemy as quickly as possible and take down the black mage first because he usually tries to attack the cluckatrice. Once he's down, have your entire team surround the viking and then the soldier, ridding the mamatrice of these menaces who have been stealing her children.



ADVERSARIES

	NAME	JOB	LEVEL
1	Random	Soldier	46-56
2	Random	Black mage	47-57
3	Random	Viking	47-57

SQ257 FLANTASTIC FINISH

Everyone wants dessert!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	Zedlei Forest	Moorabella	500	20	Complete <i>Through Another's Eyes</i> and <i>Shelling Out</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Weaken the red flan and defeat all other foes!	Fair, Rain	N/A	6	Opportunity Commands	7810

REWARDS	AP	CP	CLAN TALENTS
Sweet Sap x1, Fiend's Blood x1	30	99	Teamwork +3, Adaptability +3

If you slay the red marshmallow you fail this quest, so be sure to use attacks that won't score a critical hit. Work on eliminating the other enemies first before gently damaging the red marshmallow. Beware of the lilith's Night ability which puts everyone to sleep, as well as the hoppy bunny's Illude ability which causes Charm.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random Werewolf	41-49	4 Random Deadly nightshade	40-51		
2 Random Hoppy bunny	41-51	5 Random Red marshmallow	41-51		
3 Random White chocobo	39-48	6 Random Lilith	39-51		



SQ258 SHELLING OUT

Help the chef get to the main course.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	Graszton, Baybold Lowlands	Graszton	500	20	Complete <i>Eternal Rivalry</i> and <i>Devilish Delight</i> .

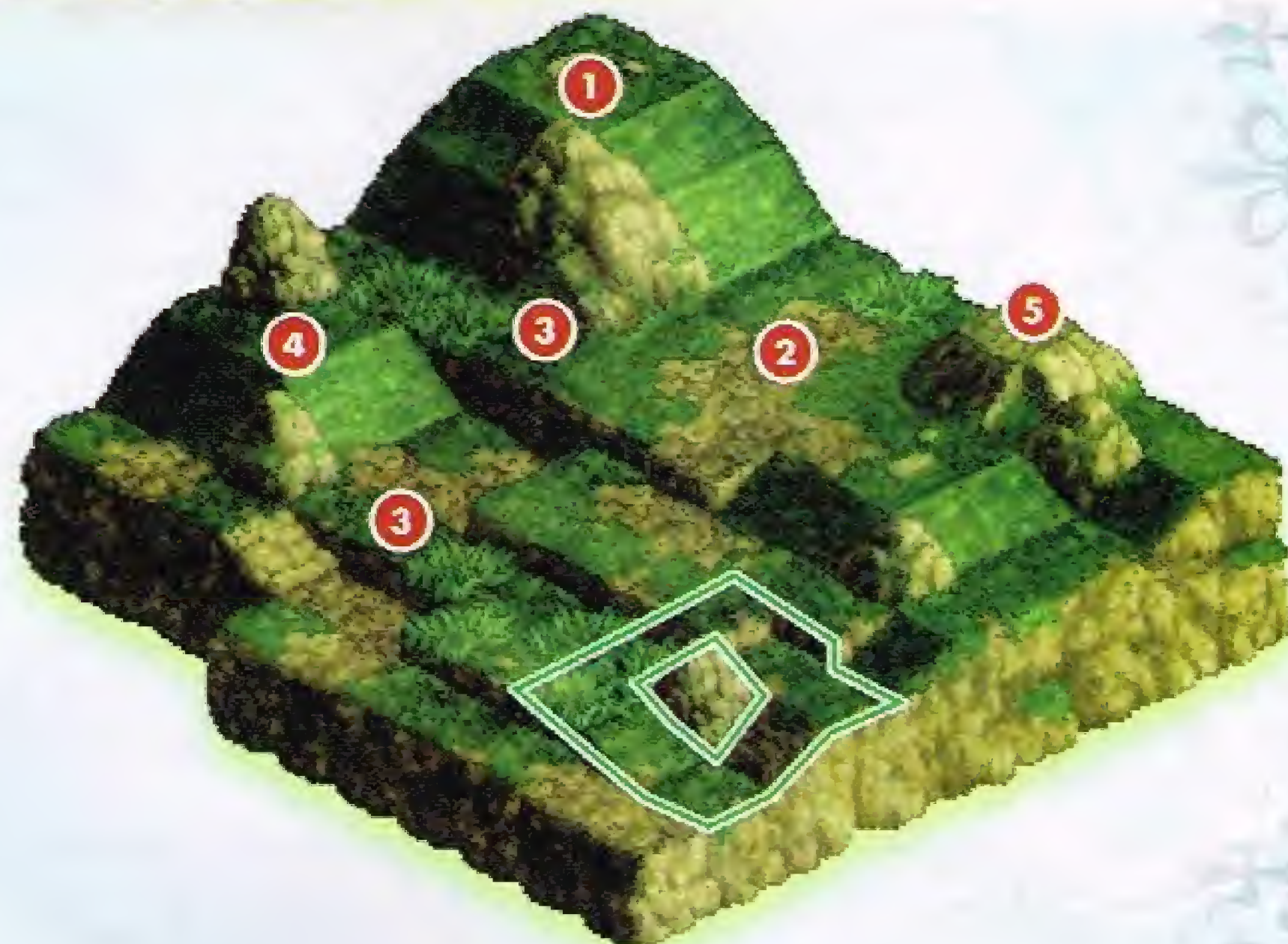
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Uphold the law and defeat all enemies!	Fair, Rain	N/A	6	Bladed Weapons	9230

REWARDS	AP	CP	CLAN TALENTS
Emperor Scale x1, Pink Tail x1	30	99	Teamwork +3, Aptitude +3

Aside from the lamias, all of the enemies appearing in this stage are weak against Wind, so use Wind-based attacks and weapons like Aero and the elfin bow. The law prevents basic attacks from bladed weapons such as swords and axes, so if you deploy any party members who have these weapons equipped, make sure they rely on their other abilities rather than attacks.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random Great tortoise	41-47	4 Random Adamantitan	45-52		
2 Random Great tortoise	40-45	5 Random Lamia	39-46		
3 Random Rocktitan	43-49				



SQ259 THE BANGAA OF THE RUPIES

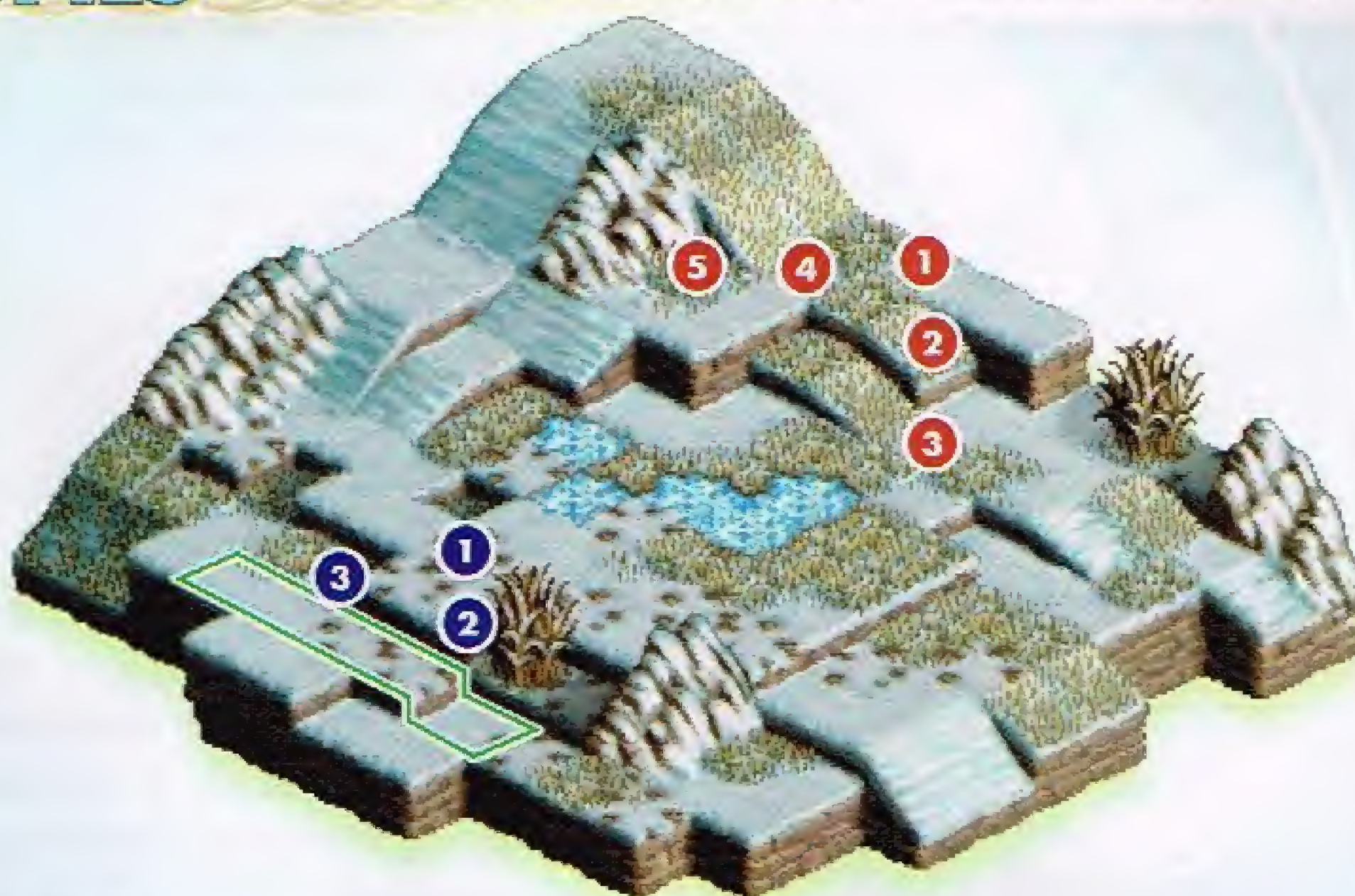
Mocedad has enlisted your aid to fight the Nu Mou Nobles in the Rupie Mountains region.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	The Rupie Mountains, Whitehearth	Moorabella	500	20	Complete <i>Sleepless Nights</i> , <i>The Nu Mou Nobles</i> , and <i>The Bangaa Brotherhood</i> ; also read the notice "The Rivalry of the Rupies" and be in the month of Blackfrost.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Snow	1 Mocedad and 2 3 Bangaa Brotherhood	4	Fire	4970
REWARDS		AP	CP	CLAN TALENTS	
Earth Sigil +2		30	99	Aptitude +3, Teamwork +3	



The Nu Mou Nobles.

You are bearing witness to the Rivalry of the Rupies playing out once again. This fight is against all casters and your top priority is taking down the white mage and black mage first. Use any Disabling abilities available on these two while you bring them down. The bangaa bishop is very helpful here as he buffs your entire team against magick. The arcanist and illusionist are massive damage dealers to your whole team, so be sure to have a couple of your team head up the left side to engage them. Mocedad gives you great ranged support with his cannon, making this fight very easy. With your seven units vs. their five, you should make quick work of the enemy. Once all the nu mou are defeated, you receive your reward!



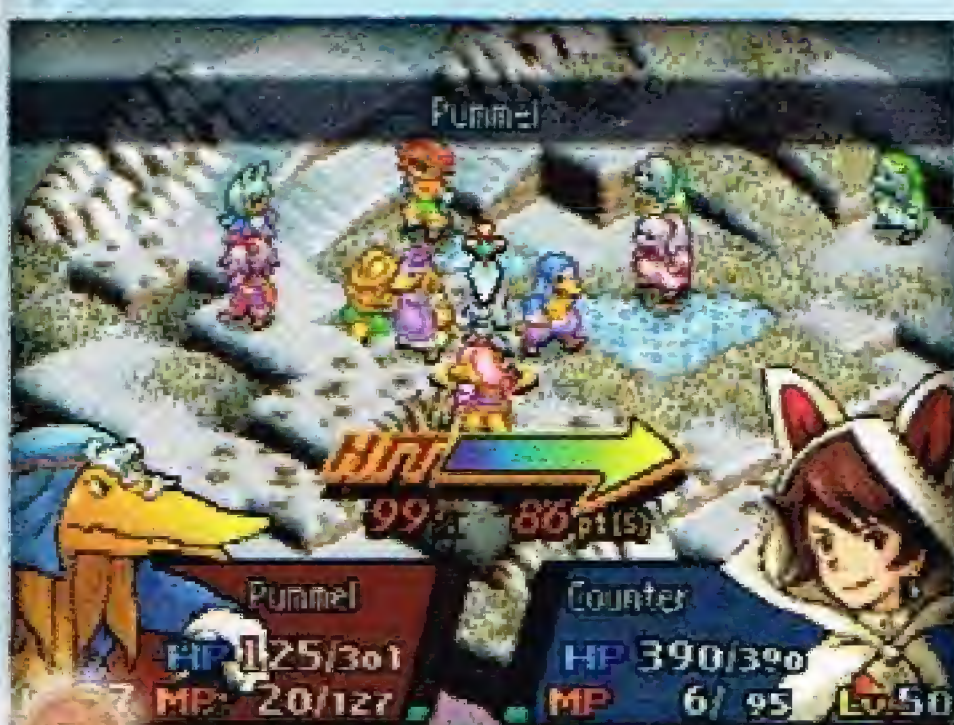
ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Madreth	Arcanist	26-78	4	Nu Mou Nobles	Illusionist	23-75
2	Nu Mou Nobles	White mage	23-75	5	Nu Mou Nobles	Time mage	23-75
3	Nu Mou Nobles	Black mage	23-75				

SQ260 THE NU MOU OF THE RUPIES

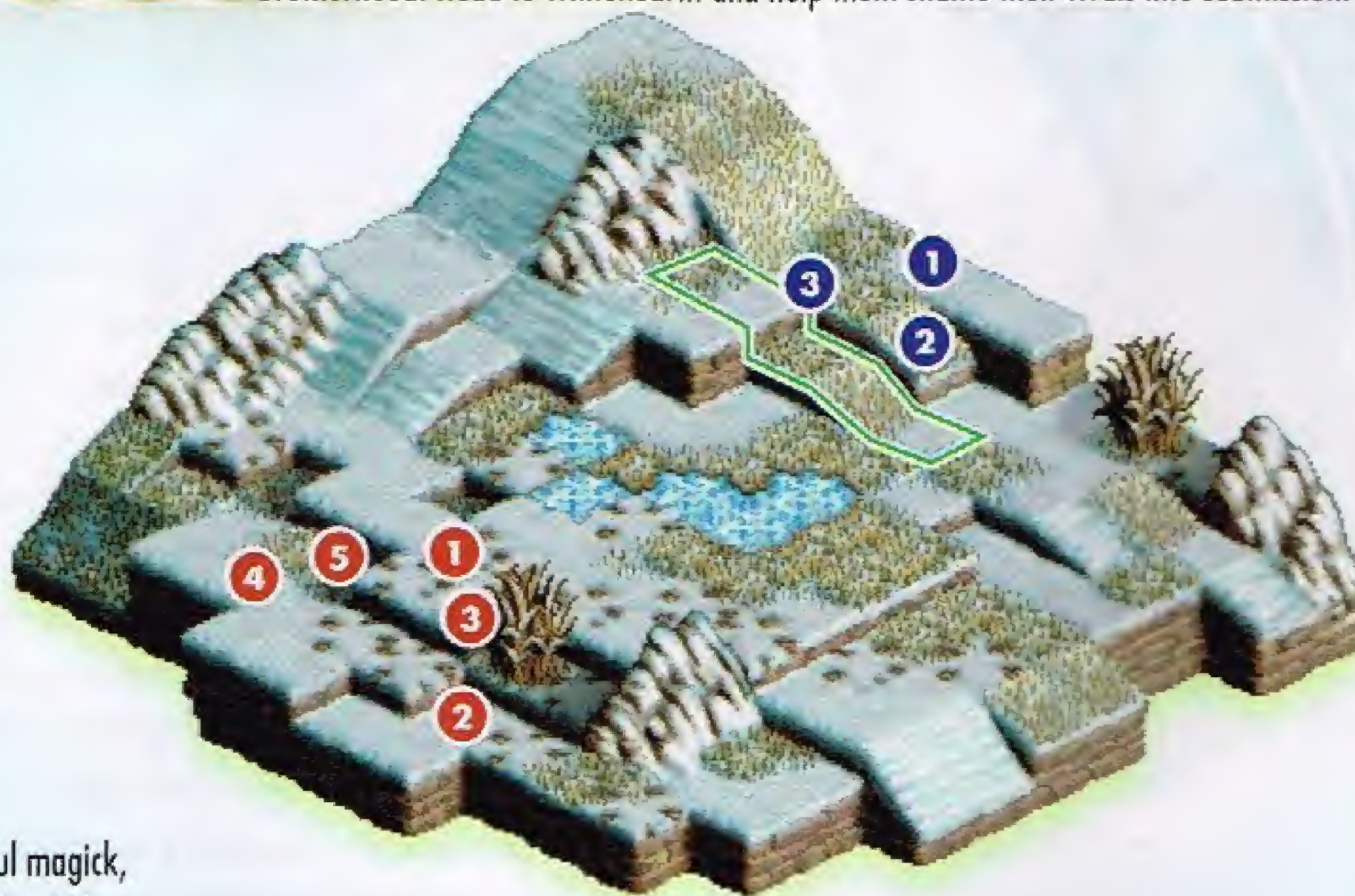
Madreth seeks your help in putting an end to the rivalry with the Bangaa Brotherhood. Head to Whitehearth and help them shame their rivals into submission.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	The Rupie Mountains, Whitehearth	Moorabella	500	20	Complete <i>Sleepless Nights</i> , <i>The Nu Mou Nobles</i> , and <i>The Bangaa Brotherhood</i> ; also read the notice "The Rivalry of the Rupies" and be in the month of Coppersun.
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Snow	1 Madreth and 2 3 Nu Mou Nobles	4	Items	10640
REWARDS		AP	CP	CLAN TALENTS	
Earth Sigil x2		30	99	Teamwork +3, Adaptability +3	



Master monks do massive damage.

With your nu mou allies backing you up with their powerful magick, this battle is a relatively easy one. Your first targets here should be Mocedad, since he has a huge range and does pretty decent damage, and the bishop, because he makes everyone else harder to defeat. If you have a ninja with Ninja Tabi, you can reach Mocedad on the first turn and start laying into him. Be sure not to attack the gladiator with normal attacks since he automatically Dodges them and retaliates. The master monk can deal out heavy doses of damage, so he should be your next target. Try to disable his abilities or you require quite a bit of healing here. Once you defeat all the Bangaa Brotherhood, the Nu Mou Nobles thank you and give you your reward.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Mocedad	Cannoneer	26-78	4	Bangaa Brotherhood	Master monk	23-75
2	Bangaa Brotherhood	White monk	23-75	5	Bangaa Brotherhood	Bishop	23-75
3	Bangaa Brotherhood	Gladiator	23-75				

SQ261 THE WAY OF THE SWORD

Frimelda has been challenged to a duel at the Hall of Kings!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
50	The Ruins of Delgantua, Hall of Kings	Moorabella	500	20	Complete <i>Pirate Problems</i> and <i>Memories Faded</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Mist	N/A	1	<20 Damage	7880

REWARDS	AP	CP	CLAN TALENTS
Putrid Liquid x1	30	99	Teamwork +3



Ghi taunts Frimelda.

When fighting Ghi, make sure you have the Potion ability available in case you get into trouble. Also try to keep your back guarded as his attacks are devastating from behind. Whenever possible, outmaneuver him to get a back attack, especially when he is around 150 HP because you can finish him off then and won't have to worry about any retaliation from behind.



ADVERSARIES

	NAME	JOB	LEVEL
1	Ghi	Parvir	1-99

SQ262 THE LAST DUELHORN

Alys has asked you to stop Maquis since he is trying to do everything on his own now and will surely fail. Maquis has a few tricks up his sleeve.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
52	The Bisga Greenlands, Vieg Northroad	Moorabella	500	20	Complete <i>Through Another's Eyes</i> and <i>Three-Point Strategy</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Maquis the Phantasm!	Fair	N/A	6	Ranged Weapons	5320

REWARDS	AP	CP	CLAN TALENTS
Stradivari x1	30	99	Aptitude +3



Defeat Maquis the Phantasm!

Since you stand in his way for his suicide mission on Khamja, Maquis shows his true power and splits into six versions of himself! All are equally fast and can move very far. Here you want to take your highest Agility Up privilege because all the versions of Maquis have a super high evade rate. You need to pick one and have everyone attack it until it's gone. They try to hit you with every debuff available to ninja, but having a bard here singing Soul Etude on your group will remove these debuffs plus heal your team. Just take the time to defeat one version with all your guys instead of splitting up the damage. This quickly tips the battle in your favor, which is a must since Maquis's turn comes up very quickly and each version can do a lot of damage. Once all the versions are down, you speak to Maquis again and receive your reward.



ADVERSARIES

	NAME	JOB	LEVEL
1	Maquis	Ninja	45-55
2	Maquis	Ninja	46-56
3	Maquis	Ninja	48-58
4	Maquis	Ninja	49-59
5	Maquis	Ninja	47-57

SQ263 CHAMPIONS' CUP

Defeat Ma'kenroh!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
54	Fluorgis, Fluorgis	Fluorgis	500	10	Save game clear data, complete <i>The Ritual</i> and <i>Jylland Cup</i> , appears during Goldsun.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Rain	N/A	6	< 20 Damage	8510

REWARDS	AP	CP	CLAN TALENTS
Waterwyrd Crystal x1	30	99	Teamwork +5, Adaptability +3

Ma'kenroh is a tough enemy with the ability to use Curaga to restore HP. Combat this by using any abilities you can to Disable or Silence him. He also uses Bio to attack large areas of the battlefield. His Defense is low, however, so use attacks like Pummel to defeat him. Once he has been taken down, deal with his comrades to win the day.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Emet	Soldier	46-63	4 Monid	White monk	46-63
2 Ma'kenroh	White mage	39-56	5 Ktjn	Green mage	44-60
3 Krjn	Archer	45-61	6 Bansat	Viking	47-65

SQ264 DEVIL'S PACT

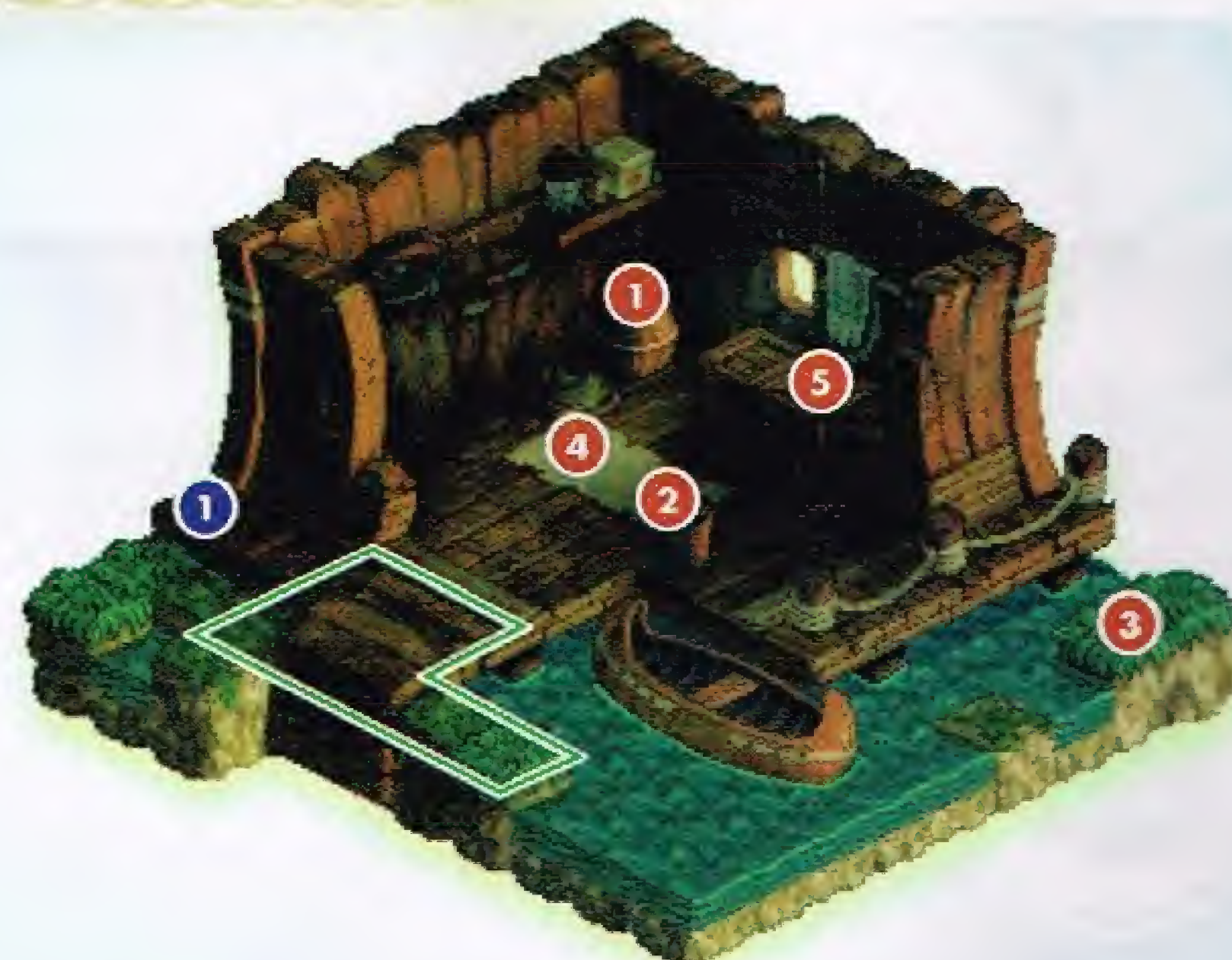
Defeat the tricky dreamhares while leaving the zombies alone!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
54	Tramdine Fens, Waterside Hut	Fluorgis	500	20	Save game clear data and complete <i>The Ritual</i> and <i>Lethean Draught</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Answer the Witch of the Fens!	Fair, Rain	1 The Witch of the Fens	6	HP < 20	3280

REWARDS	AP	CP	CLAN TALENTS
Cockatrice Skin x1	30	99	Teamwork +3

Your goal in this quest is to defeat the dreamhares, but you also receive attacks from zombies. Hit them with debuffs like Disable to keep them from acting against you while you take out the dreamhares. Dreamhares can Charm, Blind, and Silence, among other things, so protect yourself with items or abilities that make you immune to these effects.



ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Random	Dreamhare	49-60	4 Random	Zombie	49-60
2 Random	Dreamhare	47-58	5 Random	Zombie	48-59
3 Random	Dreamhare	48-59			

SQ265 BLUE KING OF CINQUEUR

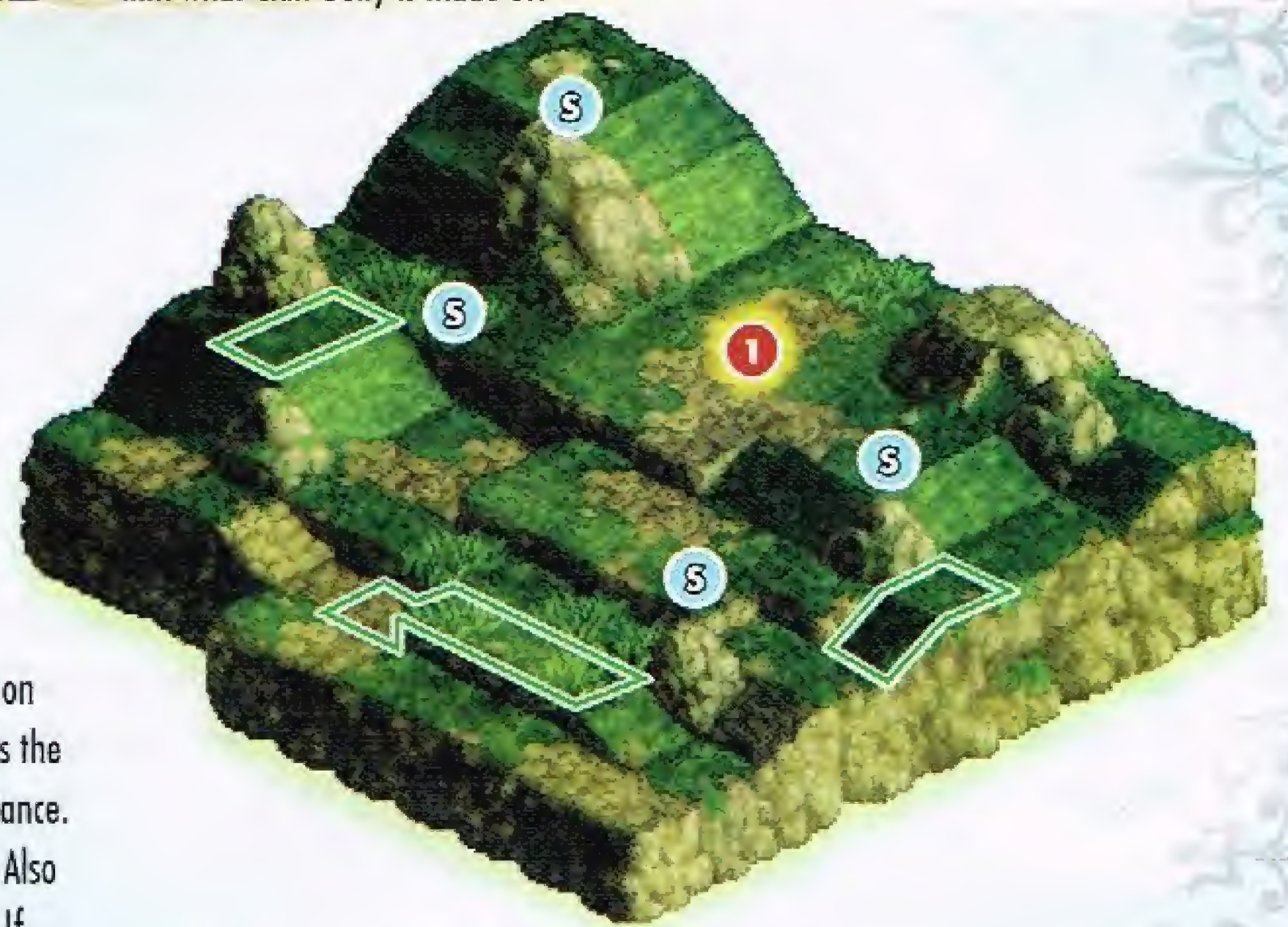
The Blue King, Bliu, has been waiting for you ever since you defeated the Red King. Show him what Clan Gully is made of!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
55	The Bisga Greenlands, The Bisga Greenlands	Camaa	500	20	Complete <i>Wanted: Ugohr</i> , then watch the event in Grasston, also complete <i>Red King of Cinqueur</i> .
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Blue King Bliu!	Fair, Rain	N/A	6	Using MP	7810
REWARDS			AP	CP	CLAN TALENTS
Platinum x2, Lomia Scale x2, Divariwood x1, Peytral x1			30	99	Teamwork +3, Adaptability +3



You are separated!

When you start this battle, you are separated and must deploy on different sides of the map. The Blue King is no pushover; he has the ability *Expose Weakness*, which lowers your Defense and Resistance. He also has a powerful area effect move called *Magick Frenzy*. Also any time he attacks or counterattacks, he gets to hit you twice. If you're tackling this at lower levels, around 30 or so, make sure to have most of your team use the *Items* ability and surround him with your melee characters, preferably with the *Counter* ability equipped, and start taking him down. You can't stop the damage he'll do, but you can keep him from moving all over. Just be sure to have plenty of healing items and make good use of your dragoon's jump ability because this does large amounts of damage. Keep this up and you'll get his HP down. Once you defeat him, as an added bonus you receive some powerful armor called *Peytral*. The Green King awaits you to challenge you now.



ADVERSARIES

	NAME	JOB	LEVEL
1	Bliu	Blue mage	54-56

SQ266 YELLOW WINGS IN TROUBLE

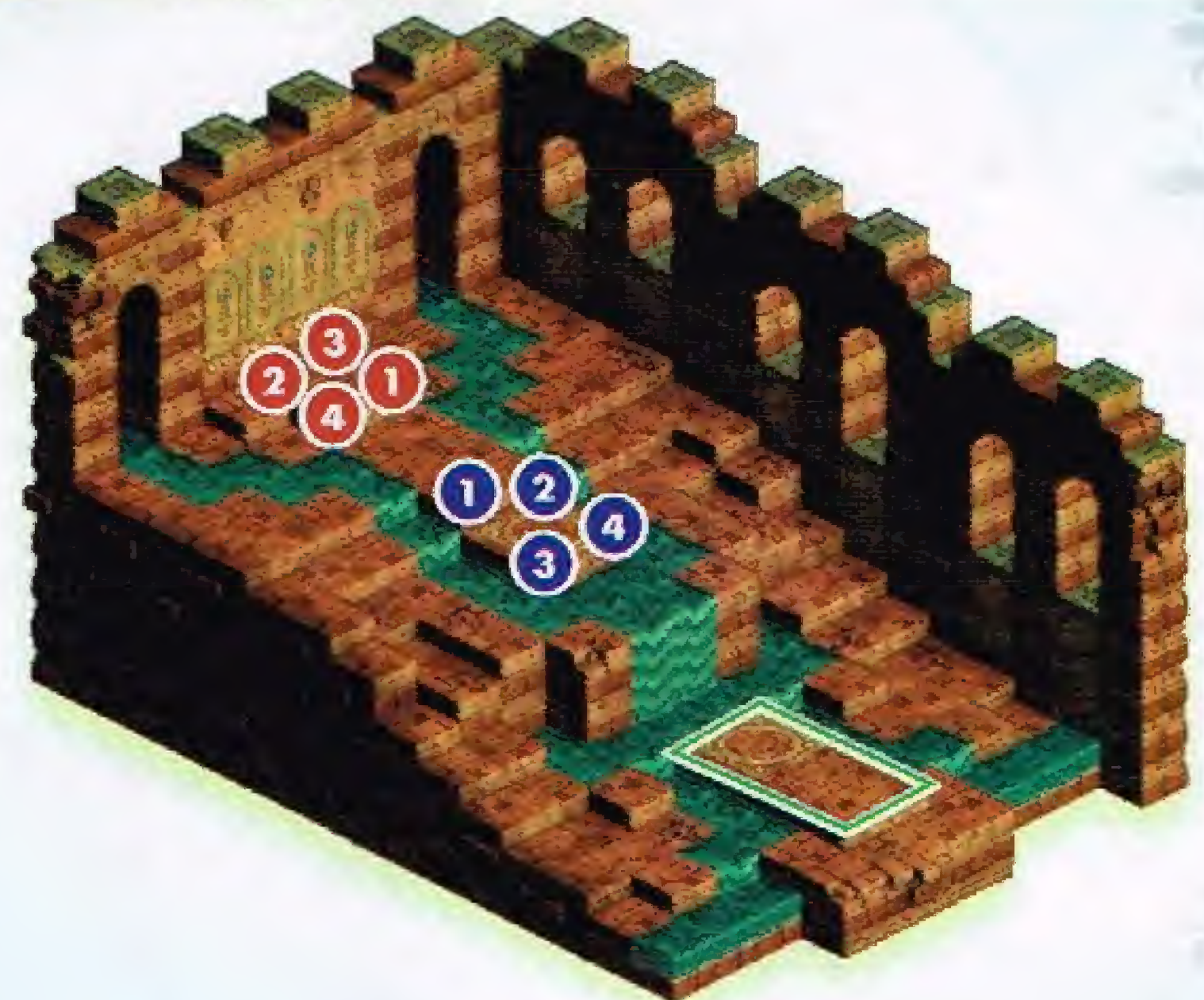
Someone is after the Yellow Wings at the Hall of Blessings. Head there and help them face their foe.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
55	The Ruins of Delgantua, Hall of Kings	Moorabella	500	20	Complete <i>Pirate Problems</i> and read the notice "A Theft from the Manor."
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect the Yellow Wings and defeat all foes!	Fair, Mist	1 Kidd and 2 3 4 Yellow Wings	4	Harming the Weak	12780
REWARDS			AP	CP	CLAN TALENTS
Orichalcum x1			30	99	Negotiation +3, Teamwork +3



Ravager vs. ravager.

House Bowen is coming to collect the bounty on the Yellow Wings, dead or alive, but you accepted the quest to help them so you must defeat House Bowen before they can defeat any Yellow Wings. The first thing you should do is have a ravager or other flying unit with movement bonus head and attack *Tweigel* and debuff his speed. He is a much larger threat than his companions because he can cast area effect spells almost every turn that can hit you and the Yellow Wings. Try to get your bard up the side to start helping heal the Yellow Wings while your paladin and parivir take on Bowen. Once he is defeated, heal up the Yellow Wings and focus fire on the ravager and then the assassin.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Bowen	Fighter	48-58	3	Loo	Ravager	46-56
2	Tweigel	Illusionist	47-57	4	Veis	Assassin	45-55

SQ267 SURVEY NO. 261

Investigate the points of interest.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
56	Zellea, the Forbidden Land	N/A	500	20	Save game clear data, then complete <i>The Ritual</i> and <i>Survey No. 260</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Survey points of geological interest!	Mist	N/A	6	Targeting Distant Units	15250

REWARDS	AP	CP	CLAN TALENTS
Scarletite x1	30	99	Aptitude +3, Adaptability +3, Teamwork +3

Extremely powerful enemies appear continuously on this map. If you only want to clear the quest, avoid combat and hurry to each of the points of interest first. However, the tonberry kings have extraordinary speed, so you may want to defeat them first to prevent them from attacking you in rapid succession. Of the four Charge Points on the stage, the purple ones store up magick, allowing you to attack all enemies. Using this does not have any effect on the law, meaning that it's one thing you can use to defeat enemies.

Of the four Charge Points, two or three of them will shine purple. The shining point will be chosen randomly, so if you get close and charge up magick there you can use it to attack all enemies. After the attack the lights will appear randomly at two to three points once again, but you can use them as many times as you want.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Plague	48-57		Random	Nagaraja	48-56
2	Random	Nagaraja	48-56		Random	Nidhogg	48-56
3	Random	Nidhogg	48-56		Random	Zahak	48-56
4	Random	Zahak	48-56		Random	Tonberry king	48-57
5	Random	Tonberry king	48-57		Random	Behemoth	48-57
6	Random	Reaver	48-59		Random	Reaver	48-59
	Random	Loogaroo	46-56		Random	Magic pot	48-57
	Random	Banshee	47-55		Random	Malboro king	47-55

SQ268 LETHEAN DRAUGHT

Protect Maquis!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
57	The Aldonna Range, The Aldonna Range	Comoo	500	20	Save game clear data, complete <i>The Ritual</i> , <i>The Last Duelhorn</i> , and <i>I Want to Forget</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Maquis and defeat all foes!	Fair, Mist	1 Maquis	6	Copycat	3940

REWARDS	AP	CP	CLAN TALENTS
Aurea Pollen x1	30	99	Teamwork +3, Adaptability +3

All the enemies on this stage are weak against Fire, so fire-elemental abilities are most effective. However, the law forbids "Copycat" abilities, so don't use the same fire-based attack twice in a row. In addition, all enemies except the dreamhare can Charm, so make sure to protect against this when you can, and snap your units out of it if it happens.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Random	Dreamhare	46-57	3	Random	Dreamhare	49-60
2	Random	Dreamhare	48-59	4	Random	Dreamhare	47-58

SQ269 THE RIVALRY OF THE RUPIES

Protect Mecedad and Madreth from House Bowen!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
59	The Rupie Mountains, Whitehearth	Moorabella	500	20	Complete <i>Wanted: Sky Pirate Vaan</i> , watch an event in Grashton, clear <i>The Nu Mou of the Rupies</i> and <i>The Bangaa of the Rupies</i> a combined total of six or more times, the last two times both quests must be completed in the same year. Read the notice, "Rupie Mountain Open?"

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Mecedad and Madreth!	Fair, Snow	1 Mecedad 1 Madreth 1 Time mage	3	Bufs	10030

REWARDS	AP	CP	CLAN TALENTS
Moon Ring x1, Shining Lute x1	30	99	Teamwork +3, Adaptability +3

You can only deploy three units in this quest, and you have two guests to protect. Make sure that all of your units can restore HP, so you can protect Mecedad and Madreth. Also, make sure to deploy party members with high Speed so that you can restore HP more often. You've faced House Bowen before, so there should be few surprises here.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Bowen	Fighter	36-84	3	Loa	Ravager	34-82
2	Tweigel	Illusionist	35-83	4	Veis	Assassin	33-81

SQ270 ONE LAST MEMORY

Snakeheart is up to his old tricks!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
60	The Galleria Deep, Sealed Reach	Grashton	500	20	Save game clear data, then complete <i>The Ritual</i> and <i>Devil's Pact</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Duke Snakeheart!	Fair	1 Maquis the Phantasm	5	Back Attack	2940

REWARDS	AP	CP	CLAN TALENTS
Tanned Hide x1	30	99	Teamwork +3, Adaptability +3

A large number of traps lie between the enemy and your units, making them difficult to approach. Use attacks that target all enemies, like the illusionist's, and wait continuously to recharge your MP.



ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Duke Snakeheart	Arcanist	59-71	4	Random	Defender	53-65
2	Random	Paravir	52-64	5	Random	Scholar	52-64
3	Random	Seer	53-65	6	Random	Flintlock	52-64

SQ271 A DASHING DUEL

Face Al-Cid in this gentleman's duel!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
62	Aisenfield, Aisenfield	Fluorgis	500	20	Complete <i>Pirate Problems</i> and have Vaan and Penela in your Clan.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Al-Cid!	Fair	N/A	6	Damaging viera	8790

REWARDS	AP	CP	CLAN TALENTS
Snowcat Crystal x1	30	99	Negotiation +3, Adaptability +3

Concentrate your attacks on Al-Cid. The other enemies in this stage are all viera, which means you can't attack them without violating the Judge's law. Use healing abilities and items to withstand the attacks from the other enemies while concentrating your fire power on the agent.

ADVERSARIES

	NAME	JOB	LEVEL		NAME	JOB	LEVEL
1	Al-Cid	Agent	25-99	4	Random	Green mage	23-99
2	Bcja	Red mage	23-99	5	Random	Spellblade	23-99
3	Random	Fencer	23-99	6	Random	Sniper	23-99



SQ272 GREEN KING OF CINQUEUR

The Kings of Cinqueur are drawn together by a shared love of victory and strength in battle. Face the Green King's challenge to prove your martial prowess.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
66	Zedlei Forest, Zedlei Forest	Moorabella	500	20	Complete <i>Wanted: Gilmunto</i> , then watch the event in Graszton, and complete <i>Blue King of Cinqueur</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Green King Verre!	Fair, Rain	N/A	6	Restoring MP	13090

REWARDS	AP	CP	CLAN TALENTS
Strange Liquid x2, Great Serpent's Fang x2, Save the Queen x1	30	99	Teamwork +3, Adaptability +3



Don't forget to grab the treasure!

The Green King Verre is pretty strong against magick. So send in many melee units, especially your ninja and fighter. She has Blink Counter which automatically knocks you back when you attack her and she retaliates so she can't be boxed in. Beware her Nightmare ability because it can Sleep and Doom your character. The Green King also has an ability called Last Breath, which has a fairly high chance of hitting and it instantly KO's the target. Even with all these advantages, with all your characters attacking she can't last long. The Rush ability of the fighter helps to keep her from attacking him, since it knocks back its opponent when it hits. Use the dragoon's ranged attacks to also avoid damage. Plus with your fusilier blasting away from extreme range, it makes the fight fairly easy. Once you defeat her, she tells you that the Black King shall know of your value and you also receive Save the Queen as a reward.



ADVERSARIES

NAME	JOB	LEVEL
1 Verre	Green mage	65-67

SQ273 BLACK KING OF CINQUEUR

The Kings of Cinqueur have put you through the paces. Defeat the Black King and you shall be rewarded.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
77	The Galleria Deep, Sealed Reach	Moorabella	500	20	Complete <i>Now that's a Fire!</i> Then participate in the auction, also complete <i>Green King of Cinqueur</i> .

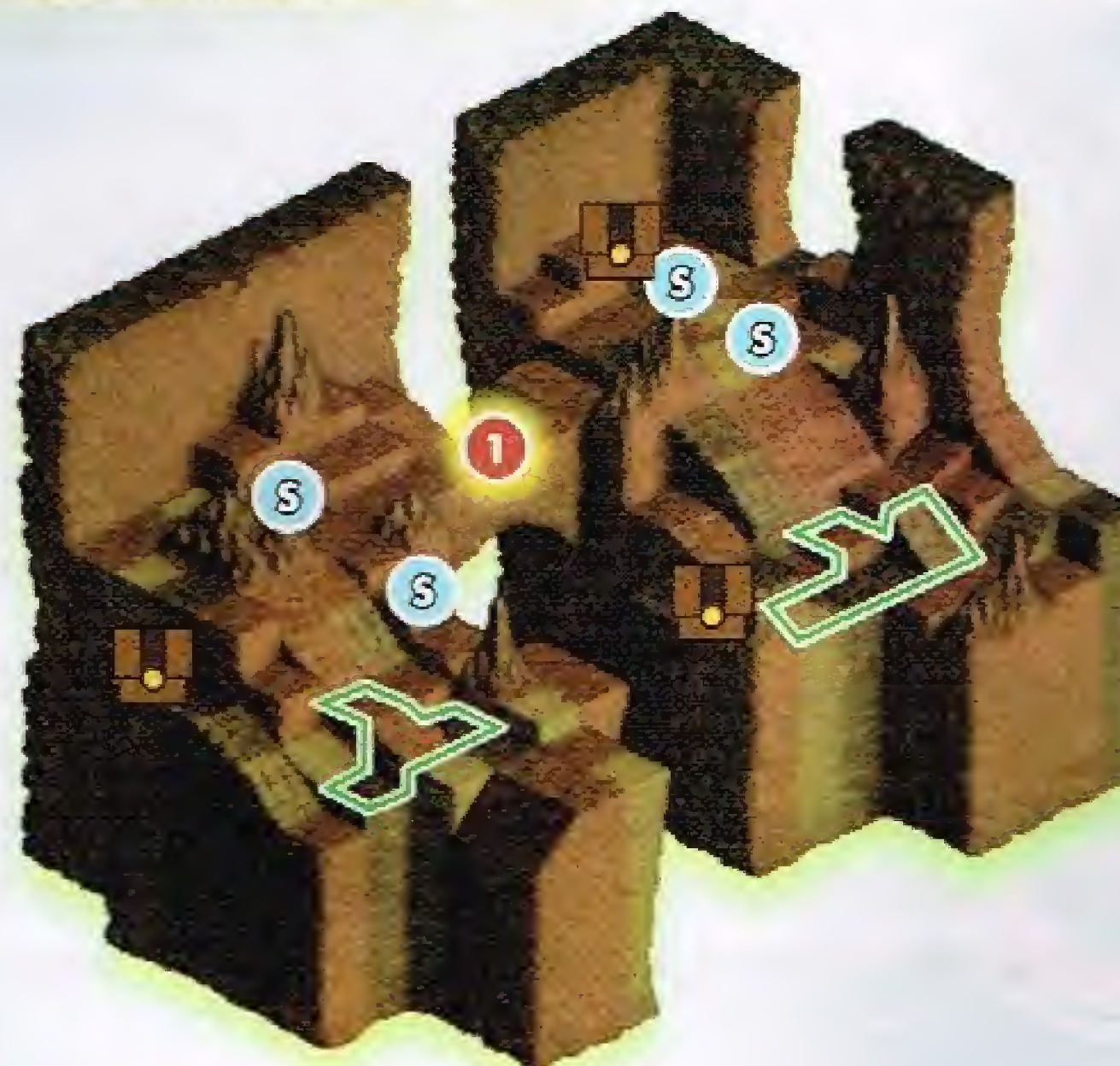
OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Black King Nware!	Fair	N/A	6	Debuffs	9820

REWARDS	AP	CP	CLAN TALENTS
Wing Sigil x3, Crown Scepter x1	30	99	Teamwork +4, Adaptability +4



Defeat the Black King to receive the Crown Scepter.

Make sure you have a strong team before you even think of bringing down the Black King of Cinqueur! Fire, Ice, and Lightning attacks from spells and weapons only heal him, so equip your team appropriately before battle. He also has the Reflex ability that allows him to Dodge all normal attacks, so make sure your melee team has abilities that do damage that isn't elemental but isn't just a regular attack either. Do not surround him because he unleashes his spells on everyone at once while healing himself. Using ranged attacks and keeping one strong melee unit near him at all times makes this fight easier for you. If you're trying to tackle this at low levels, before 50 or so, you may want to ignore the Judge's law and debuff the King with Slow and Speed reduction attacks so he can't move as much. Also, make sure to have a time mage handy; this can guarantee victory against a much stronger opponent. Once you defeat Nware, he tells you that the White King awaits you now and you also receive the Crown Scepter for your victory.



ADVERSARIES

NAME	JOB	LEVEL
1 Nware	Black mage	76-78

SQ274 WHITE KING OF CINQUEUR

After making your way through the other Kings of Cinqueur, you at last face the White King, Blanch.

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
88	The Rupie Mountains, Fields of Dancing Snow	Moorabella	500	20	Complete <i>Pearls in the Deep</i> , then watch the event in Graszton, also complete <i>The Black King of Cinqueur</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat White King Blanch!	Fair, Snow	N/A	6	Missing	13720

REWARDS	AP	CP	CLAN TALENTS
Clock Gear x8, Cheer Staff x1	30	99	Teamwork +4, Adaptability +4



Scathe!

Be prepared for a tough challenge here. Blanch wears Ninja Tabi and moves very quickly. Blanch also has a few devastating attacks that cause hundreds of points of damage. Scathe hits people in a straight line and Gigafire hits an area for significant damage. Try to surround him as soon as possible and hit him with Slowing attacks and defense breaking attacks while casting Haste on your own team. Be sure to have someone hanging back to heal your team up because they take tons of damage in this fight. Once he is defeated, you have conquered the final king and are awarded with a Cheer Staff!



ADVERSARIES

	NAME	JOB	LEVEL
1	Blanch	White mage	87-89

SQ275 WANTED: MAGICK WEAPON

Defeat the Magick Weapon!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
96	The Aldanna Range, Orchise Snowfields	Moorabella	500	20	Save game clear data, complete <i>The Ritual</i> and <i>Inviting Disaster</i> , can only be undertaken in Wood Village, Camoa, Graszton, or Moorabella.

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Magick Weapon at all costs!	Mist	N/A	6	Items	24960

REWARDS	AP	CP	CLAN TALENTS
Fiend's Blood x1	30	99	Aptitude +5, Teamwork +5, Adaptability +5

The magick weapon has resistance against all elements, so make sure that all of your units can perform non-elemental attacks. It also has the dangerous Beguile skill that inflicts both Charm and Doom. Use the Clan Ability Debuff Resistance 5 and equip items like Fortune Rings that protect against Doom. In addition, please keep in mind that all allies receive an extremely powerful attack after two turns. Due to the power of this attack, make sure that you have at least four units capable of healing.



ADVERSARIES

	NAME	JOB	LEVEL
1	Upsilon	Magick weapon	91-99

SQ276 ETERNAL RIVALRY

Grant has traveled to Mount Llavina to fight his sworn enemy!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
99	Sant D'alsa Bluff, Mount Llavina	Fluorgis	500	20	Complete <i>Seeking the Stone</i> , then investigate the well in the upper left of <i>Odd Places</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
See the battle to its end!	Fair, Rain	Grant	1	Restoring HP	6850

REWARDS	AP	CP	CLAN TALENTS
Moon Ring x5	30	99	Teamwork +5, Adaptability +5



Grant prepares to do battle!

Anis, Grant's pupil, wants you to go check on his master who went to fight his sworn enemy at Mount Llavina. You arrive to see Grant and Ward about to battle it out. Both are level 99 and you are only a spectator, so enjoy the show!

SQ277 THE FIVE KINGS

Now you must defeat all the Kings of Cinqueur at once!

RANK	LOCATION	PUB TOWN	PUB FEE	DAYS TO COMPLETE	UNLOCK CONDITIONS
99	The Aldanna Range, The Aldanna Range	Comoa	500	20	Save game clear data, complete <i>The Ritual</i> and the <i>White King of Cinqueur</i> .

OBJECTIVE	WEATHER	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all foes!	Fair, Mist	N/A	6	HP < 200	15440

REWARDS	AP	CP	CLAN TALENTS
Lightwing Crystal x1	30	99	Teamwork +5

In the past, you fought each of the kings in six-on-one combat. Now you'll have to face all five of them at once! Your first target should be Blanch, to keep him from using Cura on himself and the other kings. Next, focus your attacks on Bliu, who has a high damage output. Once these two kings are out of the way, take each of the others down, one by one.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
1 Blanch	White mage	98-99	4 Verre	Green mage	98-99
2 Nware	Black mage	98-99	5 Ruuj	Red mage	98-99
3 Bliu	Blue mage	98-99			



SIDE QUESTS

Unlike main quests and sub quests, side quests are quests you don't undertake at the Pub but pick up as you travel throughout the world. You can't dispatch units to clear side quests, so you must visit the locations yourself. Locations that contain side quests are marked with one of these three icons on your map:



When you see one of these icons, be sure to visit that location to take part in the side quest.

There are many different types of side quests. You can take part in battles, just as in the main quests and sub quests, you can gain new clan members, or receive unusual items, among other things. The side quests below are arranged by type.

GAINING ALLIES

Upon completing the following side quests, you gain allies to fight with your clan.

SDQ001 AN ELEGANT ENCOUNTER

RANK	LOCATION	UNLOCK CONDITIONS
-	Fluorgis, Fluorgis Aerodrome	Complete <i>The Ritual</i> .

When you arrive at the aerodrome, you receive a letter from Vaan's gang. Penelo then arrives to join your clan to search for Vaan.

SDQ002 WHERE COULD HE BE?

RANK	LOCATION	UNLOCK CONDITIONS
26	Fluorgis, Cannol West Barbican	Complete <i>An Elegant Encounter</i> .

OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Protect Vaan and defeat all foes!	Vaan	6	Actions by bangaa	2660

REWARDS	AP	CP	CLAN TALENTS
Firebird Crystal x2	30	52	Adaptability +2

In this battle you face a gladiator, a beastmaster, a berserker, and two monsters! When the battle begins, Vaan is quite close to the enemies, but he isn't defeated easily. Include some units that can heal or can raise Defense to make the battle easier to handle.

Win the battle and Vaan joins your clan. He is the only unit who can perform the job, sky pirate, and is very valuable, since this is the only job that can disarm traps.

SDQ003 A MOMENT'S RESPITE

RANK	LOCATION	UNLOCK CONDITIONS
-	Fluorgis, Fluorgis	Complete <i>Where Could He Be?</i>

Vaan and Penelo have joined you. You and your clan get to take a well-deserved break in Fluorgis and listen to Hurdy's music.

SDQ004 A REFINED RECRUIT

RANK	LOCATION	UNLOCK CONDITIONS
-	Targ Wood, Wood Village	Save game clear data, then clear <i>A Dashing Duel</i> , read the notice "An Elegant Letter."

This quest only appears after you've beaten the game. After you have saved your game clear data, head to Wood Village where Al-Cid joins your clan!



ACQUIRING INSTRUMENTS

One of the side quests allows you to acquire a rare instrument used by Hurdy, the bard.

SDQ005 MAKE INSTRUMENTS, KUPO!

RANK	LOCATION	UNLOCK CONDITIONS		
26	Sant D'alsa Bluffs, The Zegrots Stones	Go to this location before completing <i>Making Music</i> .		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all enemies!	N/A	6	Items	3080
REWARDS		AP	CP	CLAN TALENTS
Rainbow Thread x3, Flutegrass x1		30	52	Aptitude +4

Before completing *Making Music*, head to the Sant D'alsa Bluffs to receive this side quest. If you vanquish your foes you receive Flutegrass which can be used to make the Shining Lute. Completing *Making Music* instead earns you the Brilliant Theorbo. Both it and the Shining Lute can be acquired by completing other quests, so which one you choose is just a matter of personal preference. Completing either of these quests advances the plot.

MASTERING THE HERITOR'S ABILITIES

Once Adelle has acquired the heritor job, these side quests allow you to master all of her abilities. Once you complete *Through Another's Eyes*, *The Search* appears. When you complete that quest, you can clear these other side quests to master her eight abilities.

SDQ006 THE SEARCH

RANK	LOCATION	UNLOCK CONDITIONS
-	The Aldanna Range, Lezaford's Cottage	Complete <i>Through Another's Eyes</i> .
This quest begins Adelle's journey to the heritor job.		

SDQ007 GIFTED

RANK	LOCATION	UNLOCK CONDITIONS		
18	Zedlei Forest, Overlook Rise	Complete <i>The Search</i> .		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Get Lennart to under 50 HP.	N/A	6	Targeting distant units	2050
REWARDS		AP	CP	CLAN TALENTS
Lightwing Crystal x1		30	36	Negotiation +1, Adaptability +1

If you win this battle, Adelle acquires the ability to change to the heritor job class and she learns the Lennart ability.

SDQ008 A LOST COMPANION

RANK	LOCATION	UNLOCK CONDITIONS		
25	Rupie Mountains, Fields of Dancing Snow	Complete <i>Gifted</i> and read the notice "A Lost Friend."		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Gade!	N/A	6	Debuffs	3940
REWARDS		AP	CP	CLAN TALENTS
Tiptoptwo x1		30	50	Teamwork +1, Adaptability +1

Completing this side quest allows Adelle to master the Viola ability.

SDQ009 HELP!

RANK	LOCATION	UNLOCK CONDITIONS			
-	Zedlei Forest, Formo Brook	Complete <i>A Lost Companion</i> and read the notice "Sent Help!"			
OBJECTIVE		GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Deliver the Potion.		N/A	N/A	N/A	160
REWARDS		AP	CP	CLAN TALENTS	
Whale Whisker x1		30	84	Negotiation +3	

Completing this quest earns Adelle the Wermut ability.

SDQ010 WOMAN OF THE WOOD

RANK	LOCATION	UNLOCK CONDITIONS		
31	Moorabella, Sage's Grove	Complete <i>Help!</i> and read the notice "Screaming Beauty."		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Ljda!	N/A	6	Knockback	5430
REWARDS	AP	CP	CLAN TALENTS	
Ayvuir Blue x1	30	62	Adaptability +2	

By completing this quest Adelle learns the Ljda ability.

By completing this quest Adelle learns the Ljda ability.

SDQ011 THE BEAST OF AISENFELD

RANK	LOCATION	UNLOCK CONDITIONS		
36	Aisenfield, The Ligress Headland	Complete <i>Woman of the Wood</i> and read the notice "The Beast of Aisenfield."		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat Nesiaam!	N/A	6	Doing < 20 damage	6300
REWARDS	AP	CP	CLAN TALENTS	
Nagrarak x1	30	72	Teamwork +2, Adaptability +2	

Winning this battle earns Adelle the Nesiaam ability.

SDQ012 SHRINE OF THE PALING GODS

RANK	LOCATION	UNLOCK CONDITIONS		
38	Tramdine Fens, Protectors' Walk	Complete <i>The Beast of Aisenfeld</i> and read the notice "The Shrine of the Paling Gods."		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Use the special command, Bestow Power, on the three pillars.	N/A	6	Damaging the Weak	8650
REWARDS		AP	CP	CLAN TALENTS
Hyakushiki-masamune x1		30	91	Aptitude +3, Adaptability +2

Be sure to include units in your party with high Movement and Jump abilities. Use the special command when you are adjacent to each of the three pillars. Once completed, you gain the ability, Elpe.

SDQ013 BRINGER OF DOOM

RANK	LOCATION	UNLOCK CONDITIONS		
45	Goug, Corpolk Field	Complete <i>Shrine of the Paling Gods</i> and read the notice "Inviting Disaster."		
OBJECTIVE	GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat the Smoldering Incubus!	N/A	6	Reaction Abilities	10240
REWARDS	AP	CP	CLAN TALENTS	
Gold Chalice x1	30	99	Teamwork +3, Adaptability +2	

Before the battle begins, you receive the Chirijiraden from the Prophet Hilo. Use this to target the Smoldering Incubus from afar and don't let him get near you.

SDQ014 UNPLUMBED DEPTHS

RANK	LOCATION	UNLOCK CONDITIONS			
49	The Neslowe Passage, Shifting Caverns	Read the notice "Look Out for Lost Children, complete <i>Bringer of Doom</i> , and read the notice "Route Found."			
OBJECTIVE		GUESTS	# OF ALLIES ALLOWED	FORBIDDEN	GIL AWARDED
Defeat all monsters, open the treasure chests.		N/A	6	Targeting Self	11150
REWARDS		AP	CP	CLAN TALENTS	
Stormsoul Crystal x1		30	98	Aptitude +1, Teamwork +1, Adaptability +2	

In order to unlock the treasure chests, you must defeat all of the monsters. Once this quest is completed, Adelle learns her final ability, Adelaide.

AUCTION FAVORS

Some side quests are available only to auction winners. After you become an Area Champ or a Region Master, you receive certain regional specialty quests when you visit certain places. Each time you win an auction for an area, you can get these favors. However, since the Region Master title can't be taken away from you, you only receive those favors once.

AREA CHAMP

SDQ NUMBER	LOCATION	DURATION	DROP AREA (ONE OR MORE)
SDQ003	Targ Wood, Muskmallow Field	20 Days	Camoa, Targ Wood, Baptiste Hill
SDQ004	The Bisga Greenlands, The Bisga Greenlands	20 Days	Grashton, Bisga Greenlands, Aldanna Range, Zedlei Forest
SDQ005	Sant D'alsa Bluff, Seagull Rise	20 Days	Moorabella, The Galleria Deep, Rupie Mountains, The Ruins of Delgantua
SDQ006	Sant D'alsa Bluff, Seagull Rise	20 Days	Fluorgis, Tramline Fens, Sant D'alsa Bluff, Nazan Mines
SDQ007	Goug, Corpok Field	20 Days	Goug, Aisenfield, Kithili Sands, The Neslowe Passage

The rewards you get for the Area Champ Favors are one-use-only items like loot and consumables.

AREA CHAMP REWARDS

LOCATION	REWARDS
Targ Wood	Healing Water, Ether, Maiden's Kiss, Gold Needle, Kempas, Great Serpent's Fang, Phoenix Down, Hedychium
Bisga Greenlands	Adamant Alloy, Ether, X-potion, Zincofite, Knot of Rust, Zodiac Ore, Dipraeu Bronze, Remedy
Galleria Deep	Ether, Elixir, Foul Liquid, Knot of Rust, Strange Liquid, Cursed Coin, Remedy, Malboro Sap
Sant D'alsa Bluff	Eureka Crystal, Unpurified Ether, Elixir, Kalos, Silver Liquid, Grimoire Stone, Dark Matter, Gemsteel
Goug	Spiral Vine, Eureka Crystal, Elixir, Gold Chalice, Grimoire Stone, Emperor Scale, Dark Matter, High Arcano

REGION MASTER

SDQ NUMBER	LOCATION	DURATION	DROP AREA (ALL)
SDQ075	Baptiste Hill, The Boulderfall	-	Camoa, Targ Wood, Baptiste Hill
SDQ076	Zedlei Forest, Formo Brook	-	Grashton, Bisga Greenlands, Aldanna Range, Zedlei Forest
SDQ077	The Ruins of Delgantua, Gateway to the Past	-	Moorabella, Galleria Deep, Rupie Mountains, The Ruins of Delgantua
SDQ078	Nazan Mines, Gorday Citadel	-	Fluorgis, Tramline Fens, Sant D'alsa Bluff, Nazan Mines
SDQ079	The Neslowe Passage, Lava Run	-	Goug, Aisenfield, Kithili Sands, The Neslowe Passage

The Region Master Rewards are pretty powerful. They can include some extremely valuable equipment, such as a Ribbon or a Zanmato.

REGION MASTER REWARDS

LOCATION	REWARDS
Camoa	Eureka Crystal, Elixir, Grimoire Stone, Superior Silk Thread, Aged Turtle Shell, Dark Matter, Tyrant Hide, Quality Hide
Grashton	Eureka Crystal, Elixir, Grimoire Stone, Battlewyrn Carapace, Low Arcano, Dark Matter, Tarkov Crystal, Dragon Bone
Moorabella	Rabbit Tail, Eureka Crystal, Elixir, Pagoda Wood, Coeurl Pelt, Grimoire Stone, Bat Wing, Dark Matter
Fluorgis	Vigilante, Excalibur 2, Estrella, Ever Robe, Sage's Robe, Tournesol, Ribbon

BATTLING MONSTERS AND CLANS

As you pass a location where some side quests occur, you are forced into battle! In these fights you either face various monsters, or you pit your fighting skills against other clans. The clans you face are the same ones you bid against in an auction, and they mean to exact their revenge on you. Rival clans demand money from you, and you can avoid fighting them by paying what they ask. However, paying them off doesn't earn you experience, so it's usually best to battle it out!

SDQ015 I GOT A BAD FEELING

RANK	LOCATION	UNLOCK CONDITIONS
17	Baptiste Hill, Flutegrass Bluff	Complete <i>Wanted: Gilmunto</i> , watch an event in Grashton, complete <i>Throw Down</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	1470	Mirror Scale x3, Yellow Liquid x4	30	34	Adaptability +1

ADVERSARIES

NAME	JOB	LEVEL
Klesta	Crushatrice	14-20

GUESTS

NAME	JOB	LEVEL
Bowen	Fighter	14-20
Tweigel	Illusionist	11-18
Loa	Ravager	10-18
Veis	Assassin	9-17



Surround Klesta!

SDQ016 THE CAMOA BRAVES

RANK	LOCATION	UNLOCK CONDITIONS
19	Camoa, Adventurer's Rest	Become the Area Champ in the auction (does not occur if you become Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2330	Earth Stone x1, Knot of Rust x1	30	38	Negotiation +1, Teamwork +1

When you enter the area, the Camoa Braves demand gil from you. If you don't pay, you must fight!

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	4-31
Random	Thief	5-31
Random	Black mage	4-31
Random	Warrior	6-33
Random	White monk	4-32
Random	White monk	5-31



Face off against the Camoa Braves!

SDQ017 THE CAMOA BRAVES

RANK	LOCATION	UNLOCK CONDITIONS
22	Baptiste Hill, Sun-dappled Trail	Complete <i>Pearls in the Deep</i> , watch an event in Grashton.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2510	Zincofite x8, Gold Needle x1	30	44	Negotiation +1, Aptitude +1

When you enter the area, the Camoa Braves demand gil from you. Pay up or prepare to battle!

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	16-22
Random	Thief	16-23
Random	Warrior	20-27

NAME	JOB	LEVEL
Random	White monk	18-25
Random	White monk	19-25
Random	Defender	19-26

SDQ018 THE VELUGA PIRATES

RANK	LOCATION	UNLOCK CONDITIONS
21	Graszton, Vieg Southroad	Participate in the auction.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	1670	Spruce x1	30	42	Negotiation +1

ADVERSARIES

NAME	JOB	LEVEL
Lord Grayl	Viking	14-20
Random	Hunter	17-25
Random	Tinker	16-24
Random	Viking	17-24
Random	Viking	17-25



Defeat Lord Grayl.

SDQ019 THE YELLOW WINGS

RANK	LOCATION	UNLOCK CONDITIONS
28	Targ Wood, Targ Wood	Become the Targ Wood Area Champ (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2870	Wind Stone x2	30	56	Negotiation +1, Adaptability +1

ADVERSARIES

NAME	JOB	LEVEL
Kidd	Thief	12-46
Random	Black mage	9-44
Random	Archer	9-44
Random	White mage	11-45
Random	Animist	11-45



Sheep Count!

SDQ020 GRASZTON SEAWAYS

RANK	LOCATION	UNLOCK CONDITIONS
29	Graszton, Graszton	Go up against Graszton Seaways in the auction (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3560	Water Stone x2, Remedy x1	30	58	Negotiation +1, Teamwork +1

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	13-41
Random	Archer	13-42
Random	Warrior	14-43

NAME	JOB	LEVEL
Random	White monk	15-45
Random	Beastmaster	12-41
Random	Berserker	15-46

SDQ021 PRIMA DONNA

RANK	LOCATION	UNLOCK CONDITIONS
29	Fluorgis, Cannal West Barbican	Go up against Prima Donna in the auction (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2300	Wind Stone x2, Eureka Crystal x1	30	58	Negotiation +1

When you enter the area, you receive a choice of actions. If you choose the first option, you receive a Maiden's Kiss. Any other choice begins the battle!

ADVERSARIES

NAME	JOB	LEVEL
Mayhew	Raptor	23-63
Valentyne	Fencer	22-62
Lili	Hunter	22-61

NAME	JOB	LEVEL
Devotee	Lanista	1-3
Devotee Jr.	Time mage	1-3

SDQ022 KTHILI SURVEYORS

RANK	LOCATION	UNLOCK CONDITIONS
30	Kthili Sands, Kthili Sands	Complete <i>Sleepless Nights</i> and <i>Something's Drapped!</i>

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2890	Tomato Stalk x1, Sweet Sap x1, Dark Matter x1	30	60	Negotiation +2, Teamwork +2

When you enter the area, the Kthili Surveyors demand money from you! If you don't meet their demands, you must face them on the battlefield.

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	18-49
Random	Thief	19-51
Random	Beastmaster	18-49

NAME	JOB	LEVEL
Random	Viking	19-49
Random	Pit Beast	18-49

SDQ023 KTHILI SURVEYORS

RANK	LOCATION	UNLOCK CONDITIONS
34	Kthili Sands, The Ochre Wasteland	Go up against the Kthili Surveyors in the auction (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2140	Fore Stone x2	30	68	Negotiation +2, Teamwork +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	24-37
Random	Thief	25-36
Random	Beastmaster	24-35

NAME	JOB	LEVEL
Random	Viking	25-36
Random	Axebeak	23-24
Random	Axebeak	24-35

SDQ024 MOOGLE PORTERS

RANK	LOCATION	UNLOCK CONDITIONS
30	The Neslowe Passage, Lava Run	Become the Neslowe Passage Area Champ in the auction (does not occur if you become Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2520	Earth Stone x2	30	60	Negotiation +2, Teamwork +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Tinker	18-58	Random	Red rider	21-61
Random	Animist	20-60	Random	Green rider	20-59
Random	Juggler	18-58	Random	Mooglebane	10-59
Random	Flintlock	19-59	Random	Mooglebane	21-61

You won't face both the mooglebans and the riders at once. If you haven't completed *The Dig*, the mooglebans appear as a red rider and green rider.

SDQ025 ZEDLEI CONSORTIUM

RANK	LOCATION	UNLOCK CONDITIONS
33	Zedlei Forest, Zedlei Forest	Go up against the Zedlei Consortium in the auction (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3770	Wind Stone x2, Handkerchief x1	30	66	Negotiation +2, Aptitude +2

When you enter the area, the Consortium demands payment from you. Pay up or prepare to fight! Completing this Free Quest means that the other one of the same name does not appear.

ADVERSARIES

NAME	JOB	LEVEL
Random	Berserker	16-55
Random	Ranger	14-53
Random	Ranger	15-44
Random	Ice flan	12-50
Random	Malboro	14-53
Random	Grenade	13-51



Now you've gone and made them angry!

SDQ026 ZEDLEI CONSORTIUM

RANK	LOCATION	UNLOCK CONDITIONS
33	Moorabella, Sage's Grove	Go up against the Zedlei Consortium in the auction (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2350	Water Stone x2	30	66	Negotiation +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Berserker	16-55	Random	Ice flan	12-50
Random	Ranger	14-53	Random	Malboro	14-53
Random	Ranger	15-44	Random	Deadly nightshade	13-51

SDQ027 JYTRAS PIRATA

RANK	LOCATION	UNLOCK CONDITIONS
34	Tramdine Fens, Tramdine Fens	Become Area Champ for one or more locations within Ordalia.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2420	Earth Stone x2	30	68	Negotiation +2, Adaptability +2

Completing one of these quests with the same name means the others do not appear.

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	19-49
Random	Ninja	18-47
Random	Cannoneer	18-47
Random	Beastmaster	18-49
Random	Red mage	17-45
Random	White rider	18-55



The white rider.

SDQ028 JYTRAS PIRATA

RANK	LOCATION	UNLOCK CONDITIONS
34	Nazan Mines, Nazan Mines	Become Area Champ for one or more locations within Ordalia.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3490	Wind Stone x2	30	68	Negotiation +2, Aptitude +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Thief	19-49	Random	Green mage	18-49
Random	Black mage	18-47	Random	Juggler	17-45
Random	Dragoon	18-47	Random	Viking	18-55

SDQ029 JYTRAS PIRATA

RANK	LOCATION	UNLOCK CONDITIONS
34	Aisenfield, Field of the Fallen	Become Area Champ for one or more locations within Ordalia.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3220	Water Stone x2	30	68	Negotiation +2, Teamwork +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Thief	20-49	Random	Scholar	18-49
Random	Seer	19-47	Random	Tinker	17-45
Random	Trickster	17-46	Random	Raptor	18-56

SDQ030 JYTRAS PIRATA

RANK	LOCATION	UNLOCK CONDITIONS
42	Aisenfield, Gool's March	Complete A Request.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3680	Crusite Alloy x1, Elixir x1	30	84	Negotiation +2, Teamwork +2

When you enter the area, this rival clan demands payment! Fork over your gil or prepare for battle.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Thief	38-47	Random	Scholar	39-48
Random	Hunter	39-48	Random	Chocobo knight	35-45
Random	Dragoon	37-46	Random	Viking	35-45

SDQ031 CHITA'S WEAPON SYNTHESIS

RANK	LOCATION	UNLOCK CONDITIONS
35	Aldonna Range, Orchise Snowfields	Become the Aldonna Range Area Champ in the auction (does not occur if you become Region Master for that region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3590	Earth Stone x2	30	70	Negotiation +2, Aptitude +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Chita	Gladiator	17-56	Random	Master monk	16-55
Random	Warrior	14-52	Random	Bishop	15-54
Random	Warrior	14-52			

SDQ035 WITH A SMILE

RANK	LOCATION	UNLOCK CONDITIONS
35	Zedlei Forest, The Greenhall	Complete <i>Seeking the Stone</i> and <i>Caravan Cry</i> , then read the notice "Clan Hunters, begin."

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2870	Tanned Beast Hide x3	30	70	Negotiation +2, Teamwork +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	White mage	29-39	Random	Illusionist	29-39
Random	Black mage	30-40	Random	Time mage	29-39
Random	Black mage	31-41			

SDQ032 WITH A SMILE

RANK	LOCATION	UNLOCK CONDITIONS
35	Aisenfield, Gool's March	Complete <i>Seeking the Stone</i> and <i>Caravan Cry</i> , then read the notice "Clan Hunters, begin."

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2870	Tanned Beast Hide x3	30	70	Negotiation +2, Teamwork +2

Completing one of these quests with the same name means that the others are no longer available.

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	White mage	29-39	Random	Illusionist	29-39
Random	Black mage	30-40	Random	Time mage	29-39
Random	Black mage	31-41			

SDQ036 ARBITERS OF DEATH

RANK	LOCATION	UNLOCK CONDITIONS
37	The Ruins of Delgantua, Gateway to the Past	Complete <i>Wanted: Sky Pirate Vaan</i> , then watch an event in Groszton.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2930	Dark Stone x1, Elixir x1	30	74	Negotiation +2, Teamwork +2

Pay up or prepare to fight!

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Illusionist	34-43	Random	Moog knight	32-41
Random	Master monk	33-40	Random	Ranger	32-40
Random	Sniper	33-41	Random	Ravager	30-42

SDQ033 WITH A SMILE

RANK	LOCATION	UNLOCK CONDITIONS
35	Nazan Mines, Gorday Citadel	Complete <i>Seeking the Stone</i> and <i>Caravan Cry</i> , then read the notice "Clan Hunters, begin."

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2870	Tanned Beast Hide x3	30	70	Negotiation +2, Teamwork +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	White mage	29-39	Random	Illusionist	29-39
Random	Black mage	30-40	Random	Time mage	29-39
Random	Black mage	31-41			

SDQ037 GALERIA JEWELERS

RANK	LOCATION	UNLOCK CONDITIONS
37	The Galleria Deep, Sealed Reach	Become the Galleria Deep Area Champ in the auction (does not occur if you become the Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	4870	Fore Stone x2, Ether x1	30	74	Negotiation +2, Aptitude +2

When you enter the area, you are offered gil. If you accept it, you have to fight!

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Time mage	18-54	Random	Sage	20-54
Random	Alchemist	18-54	Random	Scholar	18-54
Random	Alchemist	20-54	Random	Scholar	20-54

SDQ034 WITH A SMILE

RANK	LOCATION	UNLOCK CONDITIONS
35	Aldonna Range, Orchise Snowfields	Complete <i>Seeking the Stone</i> and <i>Caravan Cry</i> , then read notice "Clan Hunters, begin."

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	2870	Tanned Beast Hide x3	30	70	Negotiation +2, Teamwork +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	White mage	29-39	Random	Illusionist	29-39
Random	Black mage	30-40	Random	Time mage	29-39
Random	Black mage	31-41			

SDQ038 HOUSE BOWEN

RANK	LOCATION	UNLOCK CONDITIONS
45	Sant D'alsa Bluff, Sant D'alsa Bluff	Go up against House Bowen in the auction (does not occur if you become Region Master for this region).

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Fire Stone x2, X-Potion x1	30	90	Negotiation +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Bowen	Fighter	23-69	Loa	Ravager	21-67
Tweigel	Illusionist	22-67	Veis	Assassin	18-67

Veis only appears if you've completed *Veis, Assassin*.

SDQ039 A HARD PLACE

RANK	LOCATION	UNLOCK CONDITIONS
50	Fluorgis, Cannol Keep	Complete <i>Grounded!</i> then ride the airship

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Adamantite x1, Foul Liquid x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Great tortoise	1-99
Random	Adamantitan	1-99
Random	Toughskin	1-99
Random	Toughskin	1-99



Deploy your units wisely.

SDQ040 A BEWITCHING ENCOUNTER

RANK	LOCATION	UNLOCK CONDITIONS
50	Rupie Mountains, Fields of Dancing Stone	Complete <i>Pirate Problems</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3940	Kuraisle Boxwood x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	White chocobo	1-99
Random	Ice drake	1-99
Random	Ice flan	1-99

NAME	JOB	LEVEL
Random	Lamia	1-99
Random	Lamia	1-99
Random	Lilith	1-99

SDQ041 BURNING SOUL

RANK	LOCATION	UNLOCK CONDITIONS
50	Kthili Sands, Kthili Sands	Complete <i>The Ritual</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3560	Pink Tail x1	30	99	Adaptability +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Pit beast	1-99
Random	Pit beast	1-99
Random	Red chocobo	1-99

NAME	JOB	LEVEL
Random	Bombs	1-99
Random	Bombs	1-99
Random	Grenade	1-99

SDQ042 SPIRITS OF NAZAN

RANK	LOCATION	UNLOCK CONDITIONS
50	Nazan Mines, Nazan Mines	Complete <i>Seeking the Stone</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3150	Fiend's Blood x1	30	99	Adaptability +3

ADVERSARIES

NAME	JOB	LEVEL	NAME	JOB	LEVEL
Random	Ghost	1-99	Random	Tonberry	1-99
Random	Zombie	1-99	Random	Tonberry	1-99
Random	Zombie	1-99	Random	Ghost	1-99 (Reinforcement)
Random	Ghoul	1-99			

SDQ043 FEY MISCHIEF

RANK	LOCATION	UNLOCK CONDITIONS
50	Targ Wood, Muskmallow Field	Complete <i>The Yellow Wings</i> , then watch an event in Camoa.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Gimble Stalk x1, Small Feather x1, Soft Cotton x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Dreamhare	1-99
Random	Sprite	1-99
Random	Sprite	1-99
Random	Banshee	1-99
Random	Baknamy	1-99



Targeting yourself is against the Judge's law.

SDQ044 OTHERWORLDLY VISITORS

RANK	LOCATION	UNLOCK CONDITIONS
50	Tramline Fens, Demonroot Bog	Complete <i>Seeking the Stone</i> and <i>I Want to Forget</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Vampyr Fang x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Ghost	1-99
Random	Ghost	1-99
Random	Deathscythe	1-99

NAME	JOB	LEVEL
Random	Lamia	1-99
Random	Lamia	1-99
Random	Ghost	1-99 (Reinforcement)

SDQ045 FORMIDABLE STRENGTH

RANK	LOCATION	UNLOCK CONDITIONS
50	Aldanna Range, Aldanna Range	Complete <i>A Request</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Star Fragments x1	30	99	Adaptability +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Zaghnal	1-99
Random	Zaghnal	1-99
Random	Loogaroo	1-99

NAME	JOB	LEVEL
Random	Brown chocobo	1-99
Random	Headless	1-99
Random	Headless	1-99

SDQ046 JUST DESSERTS

RANK	LOCATION	UNLOCK CONDITIONS
50	The Ruins of Delgantua, The Ruins of Delgantua	Complete <i>A Request</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Cockatrice Skin x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Bloody orb	1-99
Random	Bloody orb	1-99
Random	Red marshmallow	1-99

NAME	JOB	LEVEL
Random	Ice flan	1-99
Random	Yellow jelly	1-99
Random	White pudding	1-99

SDQ047 ONE-EYED EVIL

RANK	LOCATION	UNLOCK CONDITIONS
50	The Galleria Deep, The Galleria Deep	Complete <i>Mountain Watch</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	3150	Dark Stone x3, Sturdy Bone x3	30	99	Adaptability +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Ahriman	1-99
Random	Ahriman	1-99
Random	Plague	1-99
Random	Great tortoise	1-99
Random	Black chocobo	1-99
Random	Yellow jelly	1-99



Drive your foes back.

SDQ048 DIRE ROTUNDITY

RANK	LOCATION	UNLOCK CONDITIONS
50	Aisenfield, The Ligrass Headland	Save clear game data, then complete <i>The Ritual</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Rainbow Thread x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Cockatrice	1-99
Random	Cockatrice	1-99
Random	Axebeak	1-99

NAME	JOB	LEVEL
Random	Fire drake	1-99
Random	Thunder drake	1-99
Random	Nagaraja	1-99

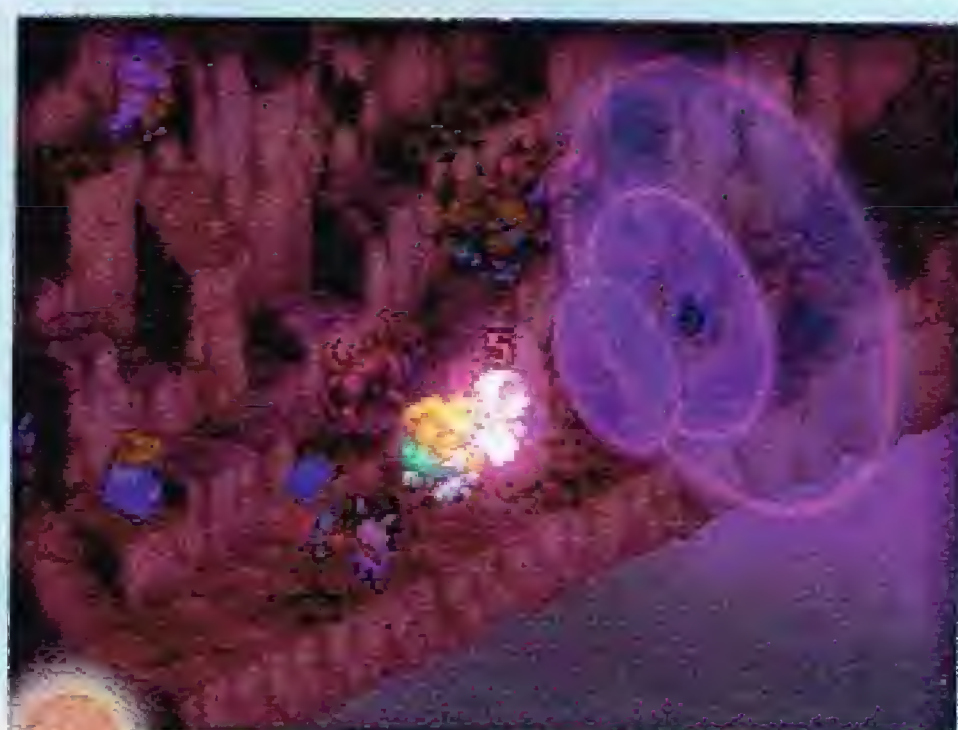
SDQ049 THE STRENGTH OF THE WOLF

RANK	LOCATION	UNLOCK CONDITIONS
50	Bisga Greenlands, Caravan Trail	Participate in the auction.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Blood-darkened Bone x1	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Werewolf	1-99
Random	Werewolf	1-99
Random	Werewolf	1-99
Random	Worgen	1-99
Random	Worgen	1-99
Random	Hellhound	1-99
Random	Wolf	1-99 (Reinforcement)



Screech!

SDQ050 WEE EVIL

RANK	LOCATION	UNLOCK CONDITIONS
50	Baptiste Hill, Sun-dappled Trail	Complete <i>Wanted: Ugohr</i> , then watch an event in Graszton.

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Ahriman Wing x3, Cursed Coin x2, Gikhet Lead x3	30	99	Teamwork +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Hoppy bunny	1-99
Random	Deadly nightshade	1-99
Random	Baknamy	1-99
Random	Baknamy	1-99
Random	Luchorpan	1-99



Your enemies await.

SDQ051 OPEN WIDE

RANK	LOCATION	UNLOCK CONDITIONS
53	Zedlei Forest, The Greenhall	Complete <i>Rumors Abound</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	4590	Dipraeu Bronze x1, Rabbit Pelt x1, Malboro Vine x1	30	99	Adaptability +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Hoppy bunny	4-99
Random	Green chocobo	3-99
Random	Green chocobo	5-99

NAME	JOB	LEVEL
Random	Malboro	5-99
Random	Great malboro	7-99

SDQ052 OF A FEATHER

RANK	LOCATION	UNLOCK CONDITIONS
57	Goug, Corpolk Field	Save game clear data, then complete <i>The Ritual</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes!	5130	Storm Sigil x1, Armlet of Whispers x1	30	99	Teamwork +3

You receive the Armlet of Whispers only once, after defeating the red demon bird the first time.

ADVERSARIES

NAME	JOB	LEVEL
Random	Chocobo	1-99
Random	Chocobo	1-99
Random	Chocobo	1-99
Random	Chocobo	1-99

NAME	JOB	LEVEL
Random	Chocobo	1-99
Random	Red chocobo	1-99
Random	Red demon bird	98-99


Either the red chocobo or the red demon bird appears. If you have completed many of the Rancher's Request quests the chance of the red demon bird appearing increases.

THE BONGA BUGLE

Once you have finished the interview types of Bonga Bugle sub quests you can complete these follow up quests where you must protect the Bonga Bugle's editorial staff.

SDQ053 BONGA BUGLE — COPPERSUN

RANK	LOCATION	UNLOCK CONDITIONS			
8	Fluorgis, Fluorgis	Complete Sub Quest, <i>Bonga Bugle</i> — <i>Coppersun</i> .			
OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	860	Holy Stone x4, Damascus x2, Faerie Wing x2	30	16	Negotiation +2

 **ADVERSARIES**


NAME	JOB	LEVEL
Komodo Trader	Soldier	3-8
Devotee Jr.	Time mage	1-7
Old Man Boiboi	Sage	1-8
Devotee	Lanista	2-9

GUESTS

NAME	JOB	LEVEL
Mayhew	Raptor	24-35
Valentyne	Spellblade	23-34
Aluette	Fencer	23-34
Lili	Hunter	22-33
Head Editor	Ranger	9-11

SDQ054 BONGA BUGLE — COPPERSUN

RANK	LOCATION	UNLOCK CONDITIONS			
30	Fluorgis, Fluorgis	Complete Sub Quest, <i>Bonga Bugle</i> — <i>Coppersun</i> .			
OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	4590	Holy Stone x4, Damascus x2, Faerie Wing x2	30	60	Negotiation +2

 ADVERSARIES


NAME	JOB	LEVEL
Random	Thief	22-33
Random	Archer	21-31
Random	Blue mage	21-31
Random	Hunter	20-32

GUESTS

NAME	JOB	LEVEL
Mayhew	Raptor	24-35
Valentyne	Spellblade	23-34
Aluette	Fencer	23-34
Lili	Hunter	22-33
Head Editor	Ranger	9-11

SDQ055 BONGA BUGLE — COPPERSUN

RANK	LOCATION	UNLOCK CONDITIONS			
30	Fluorgis, Fluorgis	Complete Sub Quest, <i>Bonga Bugle</i> — <i>Coppersun</i> .			
OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	4590	Holy Stone x4, Damascus x2, Faerie Wing x2	30	60	Negotiation +2

 ADVERSARIES


NAME	JOB	LEVEL
Glackta	Trickster	22-33
Random	Trickster	20-32
Random	Trickster	21-31

GUESTS

NAME	JOB	LEVEL
Mayhew	Raptor	24-35
Valentyne	Spellblade	23-34
Aluette	Fencer	23-34
Lili	Hunter	22-33
Head Editor	Ranger	9-11

SDQ056 BONGA BUGLE — SKYFROST

RANK	LOCATION	UNLOCK CONDITIONS			
26	Fluorgis, Fluorgis	Complete Sub Quest, <i>Bonga Bugle — Skyfrost.</i>			
OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	3490	Trusty Frying Pan x1, Ice Stone x3	30	52	Teamwork +1, Adaptability +1

 ADVERSARIES

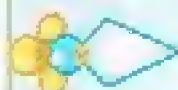
NAME	JOB	LEVEL
Random	Thief	19-29
Random	Black mage	18-27
Random	Dragoon	18-27
Random	Green mage	18-29
Random	Juggler	17-25

GUESTS


NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ057 BONGA BUGLE — SKYFROST

RANK	LOCATION	UNLOCK CONDITIONS			
32	The Ruins of Delgantua, The Ruins of Delgantua	Complete Sub Quest, Bonga Bugle — Skyfrost.			
OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	4940	Hedychium x1, Black Thread x1	30	64	Teamwork +2, Adaptability +2

 ADVERSARIES

NAME	JOB	LEVEL
Random	White mage	24-34
Random	Green mage	24-35
Random	Elementalist	25-36
Random	Assassin	22-33
Random	Sniper	23-32



GUESTS


NAME	JOB	LEVEL
Head Editor	Ranger	9-11



Don't forget the treasure!

SDQ058 BONGA BUGLE — SKYFROST

RANK	LOCATION	UNLOCK CONDITIONS				
35	Goug, Corpolk Field	Complete Sub Quest, <i>Bonga Bugle</i> — <i>Skyfrost</i> .				
OBJECTIVE		GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!		6060	Wind Sigil x2	30	70	Teamwork +2, Adaptability +2

 ADVERSARIES

NAME	JOB	LEVEL
Random	Antlion	27-36
Random	Antlion	28-37
Random	Toughskin	28-38
Random	Chocobo	26-36
Random	Green chocobo	25-35

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ059 BONGA BUGLE — GREENFIRE

RANK	LOCATION	UNLOCK CONDITIONS
28	Fluorgis, Fluorgis	Complete Sub Quest, <i>Bonga Bugle — Greenfire</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes while heeding the Law.	3030	Onion x1, Agathis x1, Dipraeu Bronze x1	30	58	Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Soldier	19-29
Random	Thief	19-30
Random	Thief	19-30
Random	Thief	20-31
Random	Viking	20-28

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ062 BONGA BUGLE — GREENFIRE

RANK	LOCATION	UNLOCK CONDITIONS
29	Fluorgis, Connol Keep	Complete Sub Quest, <i>Bonga Bugle — Greenfire</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes while heeding the Law.	2300	Onion x1, Agathis x1, Dipraeu Bronze x1	30	58	Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Paladin	21-32
Random	Gladiator	20-30
Random	Templar	20-31
Random	Time mage	21-29
Random	Summoner	20-31

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ060 BONGA BUGLE — GREENFIRE

RANK	LOCATION	UNLOCK CONDITIONS
29	Fluorgis, Diegnot Fortress	Complete Sub Quest, <i>Bonga Bugle — Greenfire</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes while heeding the Law.	3450	Onion x1, Agathis x1, Dipraeu Bronze x1	30	58	Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Soldier	21-32
Random	White mage	21-29
Random	Black mage	20-31
Random	Hunter	20-30
Random	Dragoon	20-31

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ063 BONGA BUGLE — EMBERLEAF

RANK	LOCATION	UNLOCK CONDITIONS
38	Targ Wood, Wood Village	Complete Sub Quest, <i>Bonga Bugle — Emberleaf</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	7280	Aurea Pollen x1	30	76	Negotiation +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Berserker	31-41
Random	Ranger	30-39
Random	Alraune	29-38
Random	Malboro	29-39

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ061 BONGA BUGLE — GREENFIRE

RANK	LOCATION	UNLOCK CONDITIONS
29	Nazan Mines, Gorday Citadel	Complete Sub Quest, <i>Bonga Bugle — Greenfire</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defeat all foes while heeding the Law.	2020	Onion x1, Agathis x1, Dipraeu Bronze x1	30	58	Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Black mage	21-29
Random	Archer	20-30
Random	Illusionist	20-31
Random	Hunter	21-32
Random	Time mage	20-31

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ064 BONGA BUGLE — EMBERLEAF

RANK	LOCATION	UNLOCK CONDITIONS
38	Targ Wood, Wood Village	Complete Sub Quest, <i>Bonga Bugle — Emberleaf</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	7280	Aurea Pollen x1	30	76	Negotiation +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Thief	31-41
Random	White mage	30-39
Random	Defender	29-38
Random	Sniper	29-39

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ065 BONGA BUGLE — EMBERLEAF

RANK	LOCATION	UNLOCK CONDITIONS
38	Targ Wood, Wood Village	Complete Sub Quest, <i>Bonga Bugle — Emberleaf</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	7280	Aurea Pollen x1	30	76	Negotiation +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Lord Grayl	Viking	31-41
Random	Soldier	29-39
Random	Thief	29-38
Random	Viking	30-39

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ066 BONGA BUGLE — EMBERLEAF

RANK	LOCATION	UNLOCK CONDITIONS
38	Targ Wood, Wood village	Complete Sub Quest, <i>Bonga Bugle — Emberleaf</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and defeat all foes!	7280	Aurea Pollen x1	30	76	Negotiation +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Kidd	Thief	31-41
Random	Archer	29-39
Random	White monk	30-39
Random	Beastmaster	29-38

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

SDQ067 BONGA BUGLE — PLUMFROST

RANK	LOCATION	UNLOCK CONDITIONS
43	Fluorgis, Fluorgis	Complete Sub Quest, <i>Bonga Bugle — Plumfrost</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and the Owner and defeat all foes!	7900	Star Fragments x1, Spiral Incisor x1, Earth Sigil x1	30	86	Teamwork +2, Adaptability +2

ADVERSARIES

NAME	JOB	LEVEL
Random	Bomb	33-41
Random	Bomb	33-42
Random	Grenade	32-41
Random	Grenade	34-43

GUESTS

NAME	JOB	LEVEL
Owner	Berserker	1-2
Head Editor	Ranger	9-11

SDQ068 BONGA BUGLE — PLUMFROST

RANK	LOCATION	UNLOCK CONDITIONS
43	The Rupie Mountains, Fields of Dancing Snow	Complete Sub Quest, <i>Bonga Bugle — Plumfrost</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and the Owner and defeat all foes!	9350	Star Fragments x1, Spiral Incisor x1, Earth Sigil x1	30	86	Negotiation +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Chocobo	33-41
Random	Red chocobo	32-41
Random	Black chocobo	33-42
Random	White chocobo	34-43

GUESTS

NAME	JOB	LEVEL
Owner	Berserker	1-2
Head Editor	Ranger	9-11

SDQ069 BONGA BUGLE — PLUMFROST

RANK	LOCATION	UNLOCK CONDITIONS
43	Nazon Mines, Garday Mines	Complete Sub Quest, <i>Bonga Bugle — Plumfrost</i> .

OBJECTIVE	GIL AWARDED	REWARDS	AP	CP	CLAN TALENTS
Defend the Head Editor and the Owner and defeat all foes!	6460	Star Fragments x1, Spiral Incisor x1, Earth Sigil x1	30	86	Negotiation +3

ADVERSARIES

NAME	JOB	LEVEL
Random	Worgen	33-41
Random	Worgen	33-42
Random	Rocktitan	32-41
Random	Tonberry	34-43

GUESTS

NAME	JOB	LEVEL
Head Editor	Ranger	9-11

GAINING CLAN MEMBERS

Clan Gully's name is becoming well known, and there are a lot of people interested in joining your clan. By completing the quests you are able to recruit new members. Listed jobs are only available once you have unlocked them.

SDQ070 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
The Aldanna Range, Redclay Pass	Emberleaf-Plumfrost	-	Seeq	Berserker, Ranger

SDQ071 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
Tramdine Fens, Tramdine Fens	Emberleaf-Plumfrost	18	Seeq	Lonista, Viking

Will only occur if you are able to recruit lanistas or vikings.

SDQ072 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
Baptiste Hill, The Boulderfall	Greenfire-Bloodfire	-	Bangaa	Warrior, White monk, Dragoon, Gladiator, Bishop

SDQ073 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
Aisenfield, Aisenfield	Greenfire-Bloodfire	18	Bangaa	Defender, Master monk, Templar, Cannoneer, Trickster

Will only occur if you are able to recruit dragoons, master monks, cannoneers, or tricksters.

SDQ074 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
Targ Wood, Traveler's Way	Blackfrost-Skyfrost	-	Hume	Soldier, Thief, White mage, Black mage, Archer

SDQ075 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
Galleria Deep, Windwrit Tundra	Blackfrost-Skyfrost	12	Hume	Paladin, Fighter, Blue mage, Hunter

SDQ076 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOBS
Sant D'alsa Bluff, Sant D'alsa Bluff	Blackfrost-Skyfrost	24	Hume	Paravir, Ninja, Illusionist, Seer

Will only occur if you are able to recruit fighters, parivirs, or seers.

SDQ077 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Bisga Greenlands, Caravan Trail	Goldsun-Silversun	-	Moogles	Thief, Black mage, Beastmaster

SDQ078 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Goug, Goug Mines	Goldsun-Silversun	12	Moogles	Time mage, Moogles knight, Fusilier, Tinker

SDQ079 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
The Neslowe Passage, Neslowe Peak	Goldsun-Silversun	24	Moogles	Juggler, Chocobo knight, Flintlock

Will only occur if you can recruit fusiliers, chocobo knights, or flintlocks.

SDQ080 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Moorabella, The Snowdust	Rosefire-Coppersun	12	Nu mou	White mage, Black mage, Arcanist, Sage

SDQ081 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Nazan Mines, Gorday Mine	Rosefire-Coppersun	24	Nu mou	Alchemist, Scholar

SDQ082 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Graszton, Baybold Lowlands	Rosefire-Coppersun	-	Nu mou	White mage, Black mage, Beastmaster

SDQ083 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Camao, Tulque Grove	Ashleaf-Mistleaf	-	Viera	Archer, White mage, Fencer, Green mage, Red mage

Only occurs if you have completed *The Moon Seal*.

SDQ084 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Rupie Mountains, Watch of the Mountain Gods	Ashleaf-Mistleaf	18	Elementalist	Spellblade, Summoner, Assassin, Sniper

SDQ085 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Fluorgis, Diegnot Fortress	Emberleaf-Plumfrost	-	Gria	Hunter, Raptor

SDQ086 WANTED: CLAN!

LOCATION	MONTH	TP	RACE	JOB
Zedlei Forest, Formo Brook	Emberleaf-Plumfrost	18	Gria	Ravager, Geomancer

Only occurs if you are able to recruit ravagers or geomancers.

SPECIAL SIDE QUESTS

The following side quests are unique, and don't fit in with any of the other side quests we have covered. Be sure to take these quests on for the chance to acquire some pretty nice items.

SDQ087 THE LUCK-STICK TRADER

LOCATION	UNLOCK CONDITIONS
Fluorgis, Cannol Keep	Complete <i>Making Music</i> , occurs during Blackfrost.

Purchase a Luck Stick from the Seller here for 1000 gil. Return in Goldsun and speak with the old woman to retrieve your prize.

SDQ088 THE LUCK-STICK TRADER

LOCATION	UNLOCK CONDITIONS
Fluorgis, Cannol Keep	Occurs during Goldsun if you have purchased a Luck Stick.

After purchasing a Luck Stick, be sure to visit the Old Lady to retrieve your prize. If you don't visit her during the next Goldsun, your Luck Stick rots from old age and you need to purchase another one from the Seller during Blackfrost. All of the prizes are useful, but you have the chance of getting a rare prize as well.

LUCK STICK PRIZES

CLASS	CHANCE	PRIZE	CLASSIFICATION
A	3%	Brilliant Theorbo	Equipment
B	3%	High Arcana	Loot
C	3%	Grimoire Stone	Consumable
D	3%	Darklord Crystal	Loot
E	3%	Lightwing Crystal	Loot
Rank 1	1%	Hurdy-gurdy	Equipment
Rank 2	3%	Dark Matter	Consumable
Rank 3	4%	Elixir	Consumable
Rank 4	5%	Zodiac Ore	Loot
Rank 5	5%	Ether	Consumable
Rank 6	5%	Zincatite	Loot
Rank 7	6%	Low Arcana	Loot
Rank 8	6%	Gikhet Lead	Loot
Rank 9	6%	Remedy	Consumable
Rank 10	6%	X-Potion	Consumable
Rank 11	7%	Hi-Potion	Consumable
Rank 12	7%	Gold Needle	Consumable
Rank 13	7%	Zinconium	Loot
Rank 14	8%	Eye Drops	Consumable
Rank 15	8%	Potion	Consumable

SDQ089 SEEKER OF SLAUGHTER

LOCATION	UNLOCK CONDITIONS
The Ruins of Delgonitua, Way of Judgment	Complete <i>The Stone with No Name</i> and be in Plumfrost.

Travel to this location after you have defeated a combined total of 200 or more enemies to receive Knot of Rust x20 and Dark Matter x5

SDQ090 I'M BACK, KUPO!

LOCATION	UNLOCK CONDITIONS
Fluorgis, Fluorgis	Complete <i>Seeking the Stone</i> .

Just as you are getting into a fight with a bangaa, you are saved by a passing moogles!

BRIGHTMOON TOR

SDQ091

LOCATION	FORBIDDEN
Grasston, Melby Point	Summoning Scions

OBJECTIVE	REWARDS
Reach the top of the tower!	Moon Maiden

ADVERSARIES – LEVEL 1

NAME	JOB	LEVEL
Random	Blackwind	29
Random	Blackwind	31
Random	Kukunoch	34
Random	Kukunoch	36
Random	Evil eye	36



This elusive tower is filled with powerful creatures and you don't get to stop until you reach the top, or die trying. These are challenging battles, but the tower holds a valuable treasure for those who reach the top. You take a lot of debuffs in all of these fights, so make sure to bring someone who can cure many of them and have the Items ability equipped so you can use items to cure those things your units can't. A time mage is also an asset in these battles, with Haste and Quicken making a big difference in the later fights.

It isn't necessary to fight all of the enemies on your way up the tower, but it does give you the opportunity to collect a decent amount of loot and experience on each level. You can proceed to the next level by touching the crystal with all of your units.

On the first floor, take out the kukunochs, who are tougher cousins of the malboros, first because their breath attacks hit you with multiple debuffs and you are fighting in tight quarters. The evil eyes are troublesome as well, since they can fly into the rear ranks and Glare at you, turning you to stone or slowing your speed in combat with Binding Circle. Blackwinds are the least threatening and should be defeated last.



ADVERSARIES – LEVEL 2

NAME	JOB	LEVEL
Random	Blackwind	30
Random	Blackwind	31
Random	Blackwind	31
Random	Pavilsag	30
Random	Pavilsag	30

The pavilsags you face here are much like the baknamy you have faced, with an extra ability called Mutilate. This can hit you for large amounts of damage that in turn gives health back to the creature. Take down the pavilsags before worrying about the blackwings. There are two crystals on this level, but both take you up to the third level.

ADVERSARIES – LEVEL 3

NAME	JOB	LEVEL
Random	Kukunoch	36
Random	Varigormanda	36
Random	Varigormanda	34
Random	Blackwind	31
Random	Blackwind	30
Random	Evil eye	31



This level is a bit tougher than the first two. Defeat the kukunoch first to put an end to the annoying debuffs it causes. Next, go after the two varigamandas, a variety of drake. These can be tough foes since they can use Mesmerize to Slow you or use their Sleet ability to inflict Doom and Sleep. Make good use of their weakness to fire to take them out quickly with fire-based attacks and spells. Clean up the rest of the monsters and head to the next level.

ADVERSARIES – LEVEL 4

NAME	JOB	LEVEL
Random	Varigormanda	34
Random	Varigormanda	34
Random	Evil eye	34
Random	Evil eye	35
Random	Pavilsag	31
Random	Tiamat	34

Take down the varigormandas as you did on the previous level, using fire-based attacks. Abilities that can Disable are useful here as well. Next, take out the evil eyes. They don't pose too much of a threat except for their Stone ability. If you are Slowed, use Haste to counteract it. Tiamat is a tough foe. She has the Dark Elixir ability, which does 95% of your health in damage, but has a low hit rate. Keep your team healed and focus all your attacks on her. Once you have defeated her, touch the crystal, taking you to the First Watch.

ADVERSARIES – FIRST WATCH

NAME	JOB	LEVEL
Random	Nemeshis	90
Random	Nemeshis	90
Random	Nemeshis	90
Random	Humbaba	50
Random	Fury	50



Notice that the creatures here are much, much tougher than the ones you faced before. It is best to tackle these foes once you are close to the same level as them. The nemeshis are basically the toughest malboros you have ever seen. Beware their songs. The humbaba can use the Dark Elixir ability that you saw when facing tiamat.

ADVERSARIES – FINAL WATCH

NAME	JOB	LEVEL
Random	Blackwind	99
Random	Blackwind	99
Cerayn	Cerayn	99

Final Watch is the highest level of the tower, and the most challenging. Here you face two blackwinds and Cerayn, the larger version of a crushatrice.

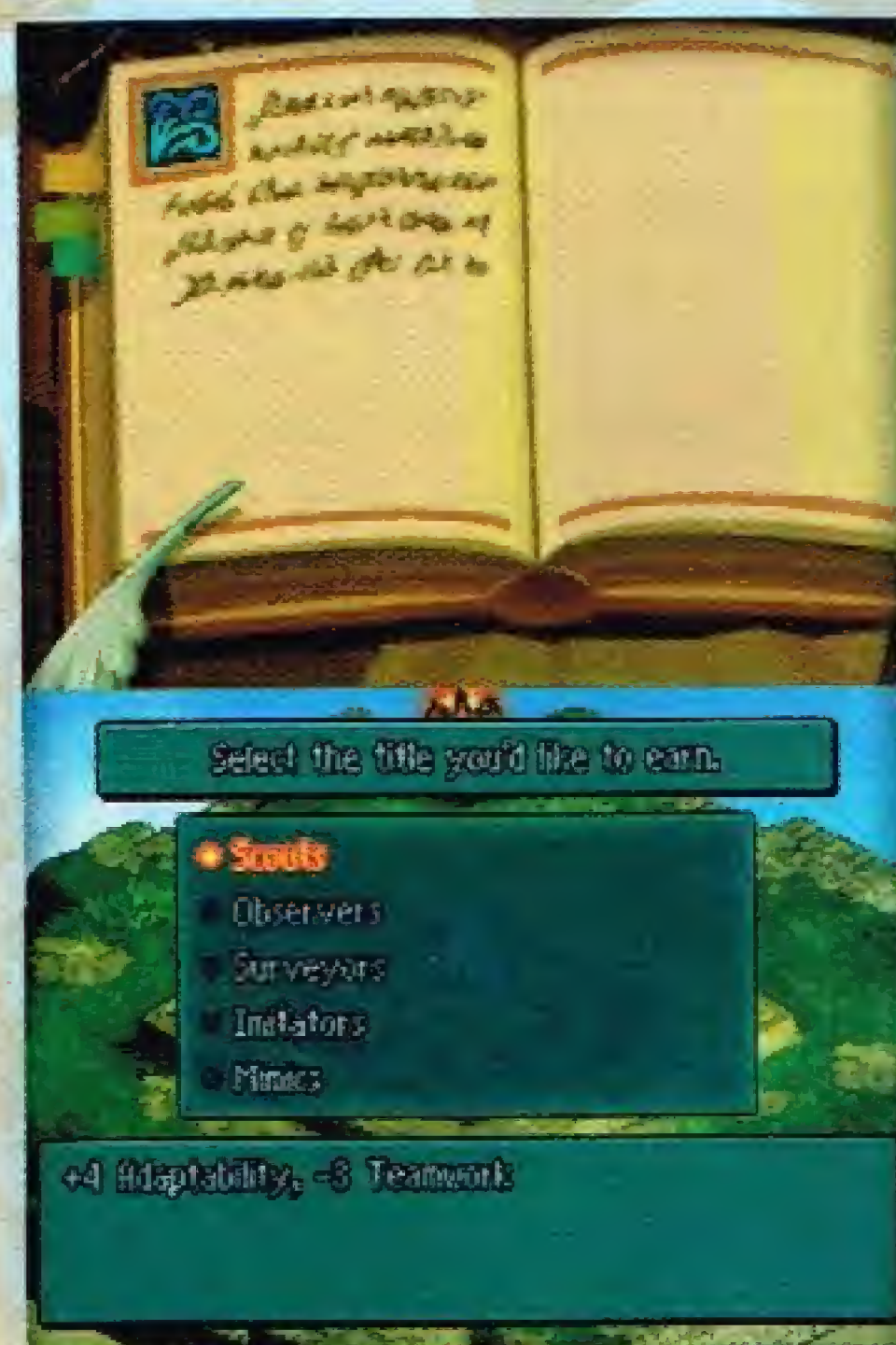
Kill the blackwinds first as they attack very quickly and can do a lot of area damage on each turn. These troublesome birds cast Scurry on themselves which increases the frequency of their turns. Otherworldly Wind, another blackwind attack, hits your entire team anywhere on the map.

Cerayn has a massive amount of HP, so many that they don't even show up on your screen! This feathered monstrosity fortifies his own abilities at the beginning of the battle then uses Piston Drop. During this move he bounces around on the board, damaging all of your units.

Keep your units healed up and use as many Haste spells or items as you can, so that you can attack as much as possible. These creatures put up a tough fight, but by keeping a close eye on your HP and wearing them down, you can claim the victory, and the treasure!

CLAN TRIALS

Clan Trials are special quests that influence your clan's standing in the world. The ultimate goal is to complete the instructions given to you by the Judge. When completed, several rewards are given, including additional Clan Privileges. These abilities alone are more than enough reason to complete a trial, so finish as many trials as you can to obtain more of them.



HOW TO CHALLENGE A CLAN TRIAL

When browsing the Pub's menu, select the "Clan Trials" option and choose the trial you want to undertake. From there you must move to the designated battle ground, which is listed in the trial's information page. Once you arrive, the Judge will offer a list of "Titles" to select from, which dictate the difficulty of the trial and the reward for completing it. Take a look at the walkthrough pages to see the difficulty differences between each title and the varying rewards.

TRIAL RULES

- Trials are accepted at the Pub. The fee is 10 clan points (CP) each.
- The duration is always 20 days, and cannot be completed by Dispatch.
- You can repeat trials as many times as needed, or cancel them.
- You can only undertake one at a time.

REWARDS FOR COMPLETING CLAN TRIALS

CLAN PRIVILEGES

Earned through Clan Trials, these unique abilities offer buffs to your entire party. Though some are already available when the game starts, the stronger privileges can only be obtained through trials, or by porting save data over from the previous *Final Fantasy Tactics Advance* game.

CLAN TALENTS

Your clan's four major attributes, Negotiation, Aptitude, Teamwork, and Adaptability, increase or decrease depending on the trial and title completed. Take note that trials with the "General Training" name increase all of your clan skills.

TITLES

Once a trial is completed, your clan will be known by the title you selected. Some titles make the finder's fee for quests and the prices of equipment at shops less expensive.

TRIAL POINTS

Trial Points, or TP, represent your clan's reputation. You earn TP as you complete clan trials, though the actual number is never visible in any menu. The more TP you have, the bigger the chances of a character wanting to join your clan. This value also increases the amount of side quests that appear.

MAKING MORE TRIALS AVAILABLE

Only four trials are available when you first start out, but more become available as you progress through the story. There are 14 trials in all. The main quests needed to open each trial are listed below.

Clear "The Yellow Wings": Negotiation I, Aptitude I, Teamwork I, Adaptability I

Clear "You Say Tomato": General Training I

Clear "Now That's a Fire!": Negotiation-Teamwork, Adaptability-Negotiation, Teamwork-Aptitude, Aptitude-Adaptability

Clear "Now That's a Fire!," then participate in the auction: General Training II

Clear "Grounded!," then ride the airship from Moorabella: Negotiation II, Aptitude II, Teamwork II, Adaptability II

ACQUIRE A TOTAL OF 54 CLAN PRIVILEGES

Privileges are acquired based on the title you choose for a clan trial, as shown below. Privileges with numbers in their name have different levels of strength, the higher the number, the greater the effect. For these sorts of Clan Privileges, you can't just obtain the one with the highest rank immediately, but must build them up level by level. For instance, if you want to earn the Clan Privilege "AP Up 3," you'll need to go through at least three of the "AP Up" clan trials.

CLAN TRIALS & CLAN ABILITY LIST

ABILITY	CLAN TRIAL	TITLE
AP Up 1	Negotiation-Teamwork	Speakers
AP Up 2	Negotiation-Teamwork	Lectors
AP Up 3	Negotiation-Teamwork	Advocates
Exp Up 1	Teamwork-Aptitude	Hands of Steel
Exp Up 2	Teamwork-Aptitude	Hands of Gold
Exp Up 3	Teamwork-Aptitude	Hands of Divinity
MP Efficiency	Teamwork-Aptitude	Master Hands
MP Channeling	Aptitude-Adaptability	Master Explorers
Debuff Resistance 1	Aptitude-Adaptability	Travelers
Debuff Resistance 2	Teamwork-Aptitude	Hands of Silver
Debuff Resistance 3	Adaptability-Negotiation	Outriders
Debuff Resistance 4	Negotiation-Teamwork	Champions
Debuff Resistance 5	General Training II	Legends
Always Counter	Negotiation-Teamwork	Master Judicers
Move Up 1	General Training II	Adepts
Move Up 2	General Training II	Master Adventurers
Empowered Viera	Teamwork I	Acquaintances
Agility Up 2	Adaptability I	Surveyors
Agility Up 3	Adaptability I	Mimics
Agility Up 4	Adaptability II	Trailblazers
Agility Up 5	Adaptability II	Master Improvisers
Bonus Gil 1	Adaptability-Negotiation	Followers
Bonus Gil 2	Adaptability-Negotiation	Compromisers
Bonus Gil 3	Adaptability-Negotiation	Catalysts
Bonus CP 1	General Training I	Trainees
Bonus CP 2	General Training I	Professionals
Bonus CP 3	General Training I	Veterans
Empowered Gria	Teamwork II	Comrades
Empowered Seeg	Aptitude II	Craftsmen
Speed Up 2	Teamwork I	Relations
Speed Up 3	Teamwork I	Old Friends
Speed Up 4	Teamwork II	Boon Companions
Speed Up 5	Teamwork II	Master Allies
Smash Gauge Bonus 1	Aptitude-Adaptability	Prospectors
Smash Gauge Bonus 2	Aptitude-Adaptability	Pioneers
Smash Gauge Bonus 3	Aptitude-Adaptability	Voyagers
Non-Elemental Attacks	Adaptability-Negotiation	Master Intercessors
Safe Keeping	Negotiation II	Mediators
Power Up 2	Aptitude I	Machinists
Power Up 3	Aptitude I	Dabhands
Power Up 4	Aptitude II	Wrights
Power Up 5	Aptitude II	Master Artificers
Empowered Bangaa	Aptitude I	Grease Monkeys
Empowered Humes	General Training I	Novices
Empowered Moogles	Adaptability I	Scouts
Libra	Adaptability II	Contrivers
Luck 2	Negotiation I	Barterers
Luck 3	Negotiation I	Orators
Luck 4	Negotiation II	Conciliators
Luck 5	Negotiation II	Master Negotiators
Regen	General Training I	Journeyman
Regenga	General Training II	Heroes
Regena	General Training II	Braves
Empowered Nu Mou	Negotiation I	Hagglers

IMPROVING YOUR REPUTATION

Trial Points (TP) determine your clan's reputation. This value increases as you complete difficult trials. The higher your TP, the more side quests that appear on the main map. You cannot continue to gain TP for undertaking the same trail over and over again. Of the trials you've completed, only the highest-ranking one influences your current points. The following charts show the TP awarded for completing each title. Refer to this chart when deciding on trials to challenge.

TRIAL POINTS RECEIVED PER TITLE

NEGOTIATION I	APTITUDE I	TEAMWORK I	ADAPTABILITY I	TP
Hagglers	Grease Monkeys	Acquaintances	Scouts	6
Intermediaries	Apprentices	Associates	Observers	12
Barterers	Machinists	Relations	Surveyors	18
Brokers	Technicians	Confidantes	Imitators	24
Orators	Dab Hands	Old Friends	Mimics	30

NEGOTIATION II	APTITUDE II	TEAMWORK II	ADAPTABILITY II	TP
Mediators	Craftsmen	Comrades	Contrivers	36
Counselors	Smiths	Cohorts	Survivalists	42
Conciliators	Wrights	Boon Companions	Trailblazers	48
Arbiters	Artisans	Countrymen	Executors	54
Master Negotiators	Master Artificers	Master Allies	Master Improvisers	60

NEGOTIATION-TEAMWORK	ADAPTABILITY-NEGOTIATION	TEAMWORK-APTITUDE	APTITUDE-ADAPTABILITY	TP
Speakers	Followers	Hands of Steel	Travelers	12
Lectors	Compromisers	Hands of Silver	Prospectors	24
Advocates	Outriders	Hands of Gold	Pioneers	36
Champions	Catalysts	Hands of Divinity	Voyagers	48
Master Judicars	Master Intercissors	Master Hands	Master Explorers	60

GENERAL TRAINING I	TP
Novices	10
Trainees	20
Journeyman	30
Professionals	40
Veterans	50

GENERAL TRAINING II	TP
Adepts	60
Braves	70
Heroes	80
Legends	90
Master Adventurers	100

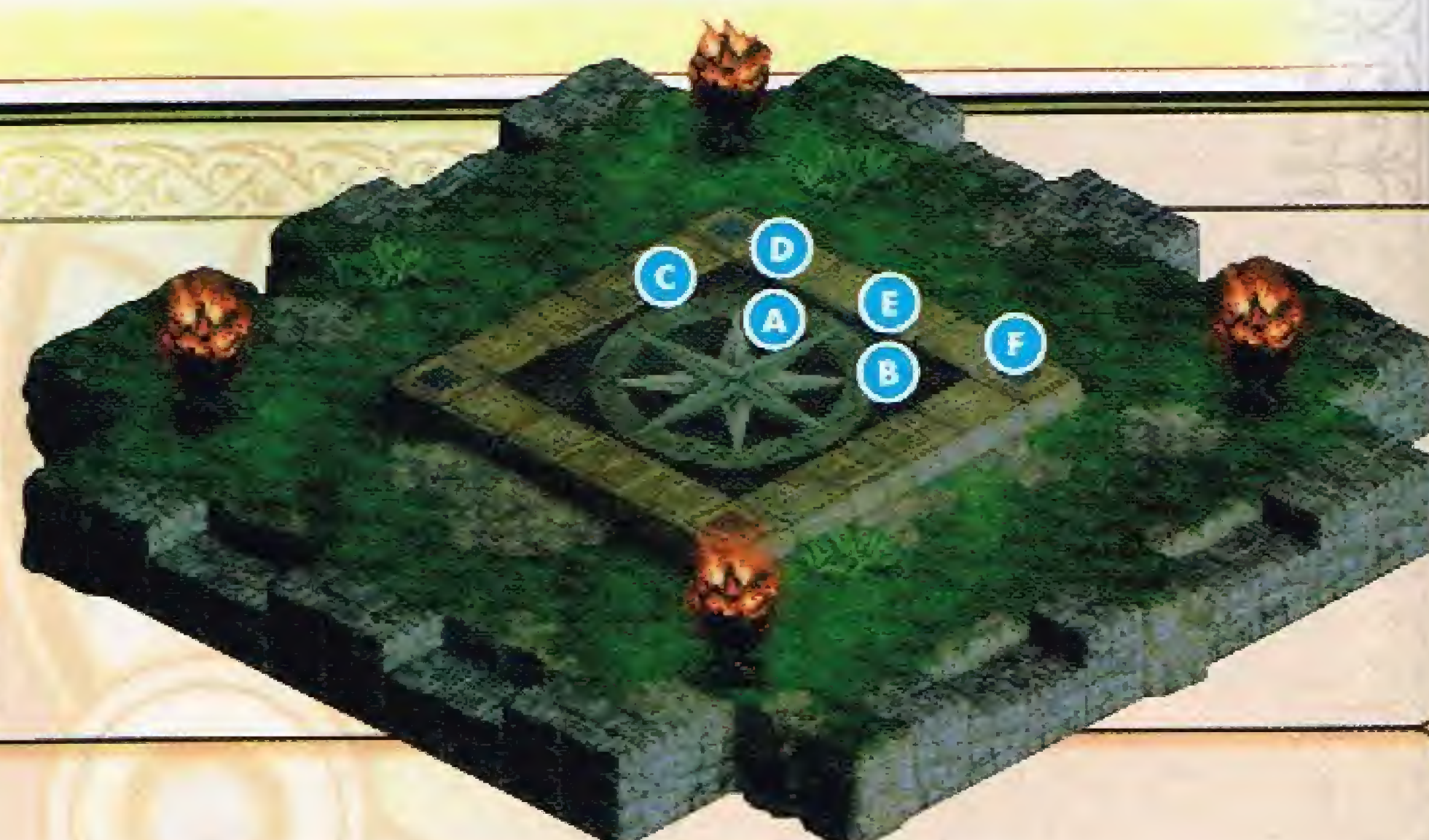
CLAN TRIAL WALKTHROUGH

GENERAL TRAINING I

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
15	6	Baptiste Hill	All clan talents must exceed 1	Defeat all foes in 3(4) rounds!	Missing

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Novices	+4	+4	+4	+4	-	Empowered Humes
Trainees	+8	+8	+8	+8	-	Bonus CP 1
Journeyman	+12	+12	+12	+12	-	Regen
Professionals	+16	+16	+16	+16	-	Bonus CP 2
Veterans	+20	+20	+20	+20	5% off	Bonus CP 3



Time is running out, so act quickly!

This trial's Judge summons several sprites into battle, all of which must be defeated before three rounds pass. Sprites have a high resistance to magick, so avoid spells and instead use physical strikes. Dealing lots of damage quickly is vital to your success, so physical-based techniques with a wide area of effect, like Aurablast, are extremely important when enemies are grouped together. At the beginning of the engagement, the enemy party is actually organized perfectly for Aurablast to hit three enemies at a time, so it's possible to inflict a ton of damage very quickly. You can also equip Counter to enable your group to inflict damage even when it isn't their turn, further speeding up the pace at which damage is dealt.

ROUND NUMBER BY TITLE UNITS THAT APPEAR BY TITLE ADVERSARIES

TITLE	ROUNDS
Novices	-
Trainees	-
Journeyman	-
Professionals	4 Rounds
Veterans	3 Rounds

TITLE	A	B	C	D	E	F
Novices	1	1	1	1	-	-
Trainees	1	1	1	1	-	-
Journeyman	1	1	1	1	1	1
Professionals	1	1	1	1	1	1
Veterans	1	1	1	1	1	1

NAME	LEVEL
1 Sprite	5-20

GENERAL TRAINING II

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
25	6	Baptiste Hill	All clan talents must exceed 40	Defeat all foes in 3(4) rounds!	>20 Damage

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Adepts	+24	+24	+24	+24	8% off	Move Up 1
Braves	+28	+28	+28	+28	10% off	Regenra
Heroes	+32	+32	+32	+32	12% off	Regenga
Legends	+36	+36	+36	+36	14% off	Debuff Resistance 5
Master Adventurers	+40	+40	+40	+40	20% off	Move Up 2



Don't be fooled; there's more to this party!

As the battle begins, only a single Zaghna is on the map. However, additional enemies are summoned if you do not complete the battle by the end of round 2. Additionally, the law on this map forbids dealing over 20 points of damage to an enemy. To get around both of these problems, use a spell like the arcanist's Death to defeat the Zaghna without actually inflicting damage to him. You can also rely on reaction abilities like Counter and Strike Back to deal damage, which do not break the law.

ROUND NUMBER BY TITLE UNITS THAT APPEAR BY TITLE ADVERSARIES

TITLE	ROUNDS
Adepts	4 Rounds
Braves	4 Rounds
Heroes	4 Rounds
Legends	3 Rounds
Master Adventurers	3 Rounds

TITLE	A	B	C	D
Adepts	1	1	-	-
Braves	1	1	1	-
Heroes	1	1	1	1
Legends	1	1	1	-
Master Adventurers	1	1	1	1

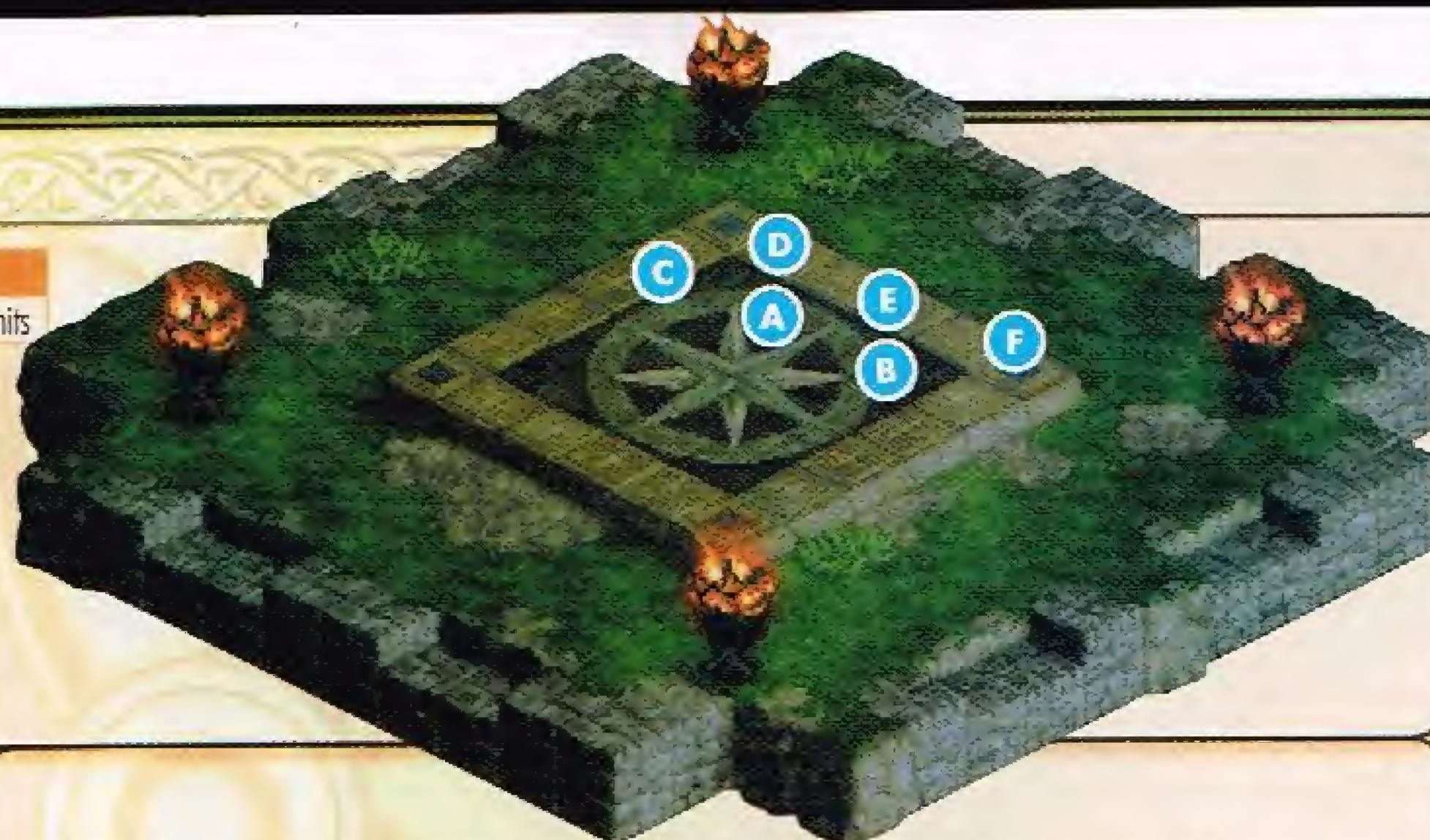
NAME	LEVEL	NAME	LEVEL
1 Zaghna	44-99	5 Tonberry	18-26
2 Ahriman	18-26	6 Floating eye	18-26
3 Werewolf	29-99	7 Ice flin	18-26
4 Deadly nightshade	18-26		

NEGOTIATION I

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
25	6	Comoa	Negotiation must exceed 1	Uphold the law and defeat all foes in 3(4) rounds!	Targeting Distant Units

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Hagglers	-	-3	-	+3	1% off	Empowered Nu mou
Intermediaries	-	-4	-	+6	2% off	-
Barterers	-	-5	-	+9	3% off	Luck 2
Brokers	-	-6	-	+12	4% off	-
Orators	-	-7	-	+15	5% off	Luck 3



Scorch Them with Fire Attacks!

The Judge has forbid the use of ranged attacks, forcing you to stick to techniques that only have a one-tile range. This rule is difficult to follow because of the dreamhare's Illude skill, which inflicts the Charm debuff. With one of your allies out of your control, they may use a ranged attack against you, indirectly causing you to break the law. Compensate for this problem by equipping items that nullify the Charm debuff. If this isn't possible, remove the debuff by using one of your units to hit their Charmed ally.

Dreamhares are weak to the fire-element, so use abilities like the fighter's Backdraft, the gladiator's Fire Soul, or the parivir's Shimmering Blade to inflict fatal damage to them. Another interesting tactic is to equip a fire-based weapon on a character with a skill that hits all adjacent enemies. This causes the attack to take on the elemental properties of the weapon. For example, equip a Flametongue on

a fighter and have them use their Wild Swing ability against three dreamhares at a time. The same idea works with the white monk, who can equip the Rising Sun and use the Roundhouse technique to deal fire damage to every enemy surrounding him.

ROUND NUMBER BY TITLE UNITS THAT APPEAR BY TITLE

TITLE	ROUNDS	TITLE	A	B	C	D	E	F
Hagglers	-	Hagglers	1	1	-	-	-	-
Intermediaries	-	Intermediaries	1	1	1	-	-	-
Barterers	-	Barterers	1	1	1	1	-	-
Brokers	4 Rounds	Brokers	1	1	1	1	1	-
Orators	3 Rounds	Orators	1	1	1	1	1	1

ADVERSARIES

NAME	LEVEL
Dreamhare	2-13

NEGOTIATION II

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
20	6	Moorabella	Negotiation must exceed 20	Uphold the law and defeat all foes in 3(4) rounds!	Grouping

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Mediators	-	-8	-	+18	6% off	Safe Keeping
Counselors	-	-9	-	+21	7% off	-
Conciliators	-	-10	-	+24	8% off	Luck 4
Arbiters	-	-11	-	+27	9% off	-
Master Negotiators	-	-12	-	+30	10% off	Luck 5



Drown your enemy in water!

You can't end your turn with one of your units positioned next to an ally, so keep your distance. This law makes it difficult to use spells like Esunaga to cure groups of your allies of the Sleep and Silence debuffs, which the enemy on this map uses often. There isn't any way to get around this problem other than to equip items that nullify those ailments, but those items are rare during the early stages of the game. Stick with curing one character at a time and try to eliminate your enemies as fast as possible. The deadly nightshade is weak to the water element, so use spells like the sage's Water to damage several tomatoes at a time. Also try equipping the Aqua Saber to add the water element to your units' standard attacks.

ROUND NUMBER BY TITLE UNITS THAT APPEAR BY TITLE

TITLE	ROUNDS	TITLE	A	B	C	D	E	F
Mediators	-	Mediators	1	1	-	-	-	-
Counselors	-	Counselors	1	1	1	-	-	-
Conciliators	-	Conciliators	1	1	1	1	-	-
Arbiters	4 Rounds	Arbiters	1	1	1	1	1	-
Master Negotiators	3 Rounds	Master Negotiators	1	1	1	1	1	1

ADVERSARIES

NAME	LEVEL
Deadly nightshade	14-24

APTITUDE I

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
10	3	Targ Wood	Aptitude must exceed 1	Find the winning barrel in 2(4) rounds!	Attack

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Grease Monkeys	-	+4	-	-3	-	Empowered Bangaa
Apprentices	-	+7	-	-4	-	-
Machinists	-	+10	-	-5	-	Power Up 2
Technicians	-	+13	-	-6	-	-
Dab Hands	-	+14	-	-7	-	Power Up 3



Scramble for the right barrel!

This trial is not a battle, but instead a session of find and seek. A special barrel is hidden amongst the barrels on the field. The special barrel's placement is random. Your objective is to find the correct barrel before a designated number of rounds ends (the number of rounds changes depending on the title selected).

The most important asset in this mission is a unit's Speed and Movement rating. Though it's completely possible to find the barrel without using specific tactics, you can make things a lot easier by deploying ninjas, tricksters, or assassins. These units all have high Movement and Speed stats. Adelle is also a good choice while she is in her heritor job, though it isn't available until much later in the game.

Another trick is to equip two moogle units with the juggler's Smile Toss and have them use the skill on each other repeatedly, enabling them to take their turns indefinitely. Use this to move each unit to a distant barrel without losing any time.

ROUND & BARREL COUNTER BY TITLE BARRELS THAT APPEAR BY TITLE

TITLE	BARRELS	ROUNDS	TITLE	BARREL
Grease Monkeys	4	3 Rounds	Grease Monkeys	A and B
Apprentices	4	4 Rounds	Apprentices	C and D
Machinists	6	3 Rounds	Machinists	B and E
Technicians	6	4 Rounds	Technicians	D and F
Dab Hands	6	2 Rounds	Dab Hands	D and F

APTITUDE II

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
20	4	Zedlei Forest	Aptitude must exceed 20	Find the winning barrel in 2 rounds!	Ice

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Craftsmen	-	+19	-	-8	1% off	Empowered Seeg
Smiths	-	+22	-	-9	2% off	-
Wrights	-	+25	-	-10	3% off	Power Up 4
Artisans	-	+28	-	-11	4% off	-
Master Artificers	-	+31	-	-12	5% off	Power Up 5

Leap to Victory!

Similar to the last trial, your goal is to find the winning barrel. This time, however, several bombs are present to make things difficult. The Judge has also placed a law that forbids the use of the ice element, the one element bombs are weak against. Since time is short, avoid combat altogether and focus on examining barrels. Movement and Speed ratings are important as before, but to quickly check the barrels on elevated ground, use units that also have a Jump rating of 4. Assassins and rangers are the best deployment choice for this very reason. Also include a gria unit on the bottom corner of the deployment grid, as their flying capability enables them to move towards the bottom barrel without worry of the erratic elevation changes.



ROUND & BARREL COUNTER BY TITLE

TITLE	BARRELS	ROUNDS
Craftsmen	4	3 Rounds
Smiths	4	4 Rounds
Wrights	6	3 Rounds
Artisans	6	4 Rounds
Master Artificers	6	2 Rounds

BARRELS THAT APPEAR BY TITLE

TITLE	BARREL
Craftsmen	A, B, D
Smiths	B, C, F
Wrights	D and E
Artisans	F and G
Master Artificers	F and G

UNITS THAT APPEAR BY TITLE

TITLE	A	B	C	D	E	F
Craftsmen	1	1	-	-	-	-
Smiths	-	1	1	1	-	-
Wrights	-	1	1	1	1	-
Artisans	-	-	-	1	-	1
Master Artificers	-	-	-	1	-	1

ADVERSARIES

NAME	LEVEL
Bomb	14-25

TEAMWORK I

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
10	6	Camoo	Teamwork must exceed 1	Uphold the law and defeat all foes in 3 rounds!	Not Using MP

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Acquaintances	+4	-	-3	-	-	Empowered Viera
Associates	+7	-	-4	-	-	-
Relations	+10	-	-5	-	-	Speed Up 2
Confidantes	+13	-	-6	-	-	-
Old Friends	+14	-	-7	-	-	Speed Up 3

Consume MP!

The law in this engagement requires that you consume MP in some way every turn. This may seem like a hindrance, but it just so happens that the mimics on this map are weak to every magick element. Their starting formation is also vulnerable to spells with a large area of effect. Equip your units with at least one offensive magick set, then crush the attacking party with spells. You can equip reaction abilities like Counter, which also deals damage without breaking the law, though it isn't necessary.



ROUND AMOUNT BY TITLE

TITLE	ROUNDS
Acquaintances	-
Associates	-
Relations	-
Confidantes	4 Rounds
Old Friends	3 Rounds

UNITS THAT APPEAR BY TITLE

TITLE	A	B	C	D	E	F
Acquaintances	1	1	-	-	-	-
Associates	1	1	1	-	-	-
Relations	1	1	1	1	-	-
Confidantes	1	1	1	1	1	-
Old Friends	1	1	1	1	1	1

ADVERSARIES

NAME	LEVEL
Mimic	2-10

TEAMWORK II

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
20	6	Moorabella	Teamwork must exceed 20	Uphold the law and defeat all foes in 3 rounds!	Smash Gauge > 60%

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Comrades	+19	-	-8	-	2% off	Empowered Gria
Cohorts	+22	-	-9	-	4% off	-
Boon Companions	+25	-	-10	-	6% off	Speed Up 4
Countrymen	+28	-	-11	-	8% off	-
Master Allies	+31	-	-12	-	10% off	Speed Up 5

Keep an eye on your Smash Gauge!

The objective of this trial is to defeat every enemy in 3 rounds, without allowing your Smash Gauge to fill to 60 or more points. Since every action that successfully hits raises your gauge 10 points, you can only do six actions before your gauge hits 60. Simply put, every attack made needs to be well placed and highly damaging. Chocobos are weak against the Ice, Thunder, and Holy elements, so use spells with those elements that can hit many foes at time, like Thunder and the paladin's Saint Cross. Also use the Halve MP ability to cast stronger spells like Water or Thundara earlier in the battle.



ROUND & BARREL COUNTER BY TITLE

TITLE	ROUNDS
Comrades	-
Cohorts	-
Boon Companions	-
Countrymen	4 Rounds
Master Allies	3 Rounds

UNITS THAT APPEAR BY TITLE

TITLE	A	B	C	D	E	F
Comrades	1	1	-	-	-	-
Cohorts	1	1	1	-	-	-
Boon Companions	1	1	1	1	-	-
Countrymen	1	1	1	1	1	-
Master Allies	1	1	1	1	1	1

ADVERSARIES

NAME	LEVEL
Chocobo	14-25

ADAPTABILITY I

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
10	6	Camoa	Adaptability must exceed 1	Drive off all foes in 3(4) rounds!	Fire, Ice, Lightning

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Scouts	-3	-	+4	-	-	Empowered Moogles
Observers	-4	-	+7	-	-	-
Surveyors	-5	-	+10	-	-	Agility Up 2
Imitators	-6	-	+13	-	-	-
Mimics	-7	-	+14	-	-	Agility Up 3



Scare the enemy away!

This mission can be tackled in two different ways: defeating all of the enemies on the field, or by defeating two enemies, then coercing the final enemy to leave. Any flan that appears to be making a strange pose during their turn is susceptible to the Experiment command, which comes up whenever you're adjacent to that enemy. Depending on the type of pose the creature has been doing, one of the three options on the Experiment menu can cause the monster to leave the battlefield. This allows you to defeat at least one flan without direct combat. We've included a small table that shows what Experiment to use against each possible pose.

ROUND NUMBER BY TITLE

TITLE	ROUNDS
Scouts	4 Rounds
Observers	3 Rounds
Surveyors	4 Rounds
Imitators	3 Rounds
Mimics	4 Rounds

RED FLAN POSES

FLAN POSE	EXPERIMENT
Leap and Spin	Threaten
Lean Back	Surprise
Spin	Stare Down

UNITS THAT APPEAR BY TITLE

TITLE	A	B	C
Scouts	1	-	-
Observers	1	-	-
Surveyors	1	1	-
Imitators	1	1	-
Mimics	1	1	1

ADVERSARIES

NAME	LEVEL
1 Red flan	14-99

ADAPTABILITY II

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
20	6	Moorabella	Adaptability must exceed 20	Drive off all foes in 2(4) rounds!	Fire, Ice, Lightning

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Contrivers	-8	-	+19	-	2% off	Libra
Survivalists	-9	-	+22	-	4% off	-
Trailblazers	-10	-	+25	-	6% off	Agility Up 4
Executors	-11	-	+28	-	8% off	-
Master Improvisers	-12	-	+31	-	10% off	Agility Up 5



Round 2!

Like the first adaptability trial, the special Experiment menu can be used to defeat the flan on the field. The only differences this time are that every enemy can be defeated with a pose, and every color of flan has a different set of poses. We've included charts for both the ice flan and the yellow jelly to show which experiment should be used to defeat each pose.

ROUND NUMBER BY TITLE

TITLE	ROUNDS
Contrivers	4 Rounds
Survivalists	3 Rounds
Trailblazers	3 Rounds
Executors	2 Rounds
Master Improvisers	2 Rounds

ICE FLAN POSES

FLAN POSE	EXPERIMENT
Slide	Insult
Scream	Slap
Lick	Eat

YELLOW JELLY POSES

FLAN POSE	EXPERIMENT
Crouch	Poke
Hop	Pat
Squash	Praise

UNITS THAT APPEAR BY TITLE

TITLE	A	B	C
Contrivers	2	-	-
Survivalists	2	-	-
Trailblazers	1	2	-
Executors	1	2	-
Master Improvisers	1	2	3

ADVERSARIES

NAME	LEVEL
1 Red flan	20-99
2 Ice flan	20-99
3 Yellow jelly	20-99

NEGOTIATION-TEAMWORK

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
15	6	The Bisga Greenlands	Negotiation and Teamwork must exceed 10	Uphold the law and defeat all foes in 2(4) rounds!	Using MP

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Speakers	+5	-4	-3	+7	2% off	AP Up 1
Lectors	+11	-6	-4	+13	4% off	AP Up 2
Advocates	+17	-8	-5	+19	6% off	AP Up 3
Champions	+23	-10	-6	+25	8% off	Debuff Resistance 4
Master Judicers	+29	-12	-7	+31	10% off	Always Counter

Rely on Aura Blast and Air Render!

The trial's law prevents you from using MP, so attack spells are out of the question. This is unfortunate since tonberries are dangerous at close distances, so you can't rely on physical attacks. To handle this problem, use ranged attacks that don't use MP, like Aura Blast or Air Render. Pay close attention to the tonberry's movement and always attack from outside of that range.

ROUND NUMBER BY TITLE

TITLE	ROUNDS
Speakers	4 Rounds
Lectors	4 Rounds
Advocates	3 Rounds
Champions	3 Rounds
Master Judicers	2 Rounds

UNITS THAT APPEAR BY TITLE

TITLE	A	B	C	D	E
Speakers	1	1	-	-	-
Lectors	1	1	1	-	-
Advocates	1	1	-	-	-
Champions	1	1	1	-	-
Master Judicers	-	-	-	1	1

ADVERSARIES

NAME	LEVEL
1 Tonberry	9-23



ADAPTABILITY-NEGOTIATION

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
15	6	Groszton	Adaptability and Negotiation must exceed 10	Uphold the law and survive 3 rounds!	Harming the Weak

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Followers	-4	-3	+7	+5	1% off	Bonus Gil 1
Compromisers	-6	-4	+13	+11	2% off	Bonus Gil 2
Outriders	-8	-5	+19	+17	3% off	Debuff Resistance 3
Catalysts	-10	-6	+25	+23	4% off	Bonus Gil 3
Master Intercissors	-12	-7	+31	+29	5% off	Non-Elemental Attacks



Use your weaker clan members!

Your objective this trial is to uphold the "Harming the Weak" law, which forbids a unit from attacking enemies below their level. The lowest level enemy is 23, so include at least three members below that level, and the rest under level 40. You don't have to kill every enemy on the field; you simply need to survive, so taking a defensive stance is recommended. Keep your weakest characters on the outside of your formation, and the strongest near the center. The center characters should focus on casting buffs and support spells like Regen or Curaga, which are needed to help the weaker characters last all three rounds.

ROUND NUMBER BY TITLE UNITS THAT APPEAR BY TITLE ADVERSARIES

TITLE	ROUNDS
Followers	2 Rounds
Compromisers	2 Rounds
Outriders	3 Rounds
Catalysts	3 Rounds
Master Intercissors	3 Rounds

TITLE	A	B	C
Followers	1	2	-
Compromisers	1	2	3
Outriders	2	3	4
Catalysts	3	4	5
Master Intercissors	4	5	6

NAME	LEVEL	NAME	LEVEL
1 Cockatrice	23	2 Cockatrice	33
3 Cockatrice	28	4 Cockatrice	38
5 Cockatrice	30	6 Cockatrice	40

TEAMWORK-APTITUDE

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
15	6	The Aldanna Range	Adaptability and Negotiation must exceed 10	Examine the magick urn 8 times in 3 rounds!	Ranged Weapons

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Hands of Steel	+7	+5	-4	-3	-	Exp Up 1
Hands of Silver	+13	+11	-6	-4	-	Debuff Resistance 2
Hands of Gold	+19	+17	-8	-5	1% off	Exp Up 2
Hands of Divinity	+25	+23	-10	-6	3% off	Exp Up 3
Master Hands	+31	+29	-12	-7	5% off	MP Efficiency



Find the magick urn!

Several monsters and a magick urn appear during this trial. The magick urn must be examined eight times before three rounds expire. This urn changes its position every time it's examined, making it difficult to track down when enemies are interfering with your movements. Your best bet is to include units with high Movement and Speed ratings so they can move around easily. Keep two of your units near the bottom section of the map, while moving two others towards the top of the hill. This helps cover the main positions that the urn teleports to. Use your remaining units to keep the ahriman busy, who will most likely try to halt your progress with the Death and Charm debuffs. If available, equip your party with Barettes and Ribbons to counter these ailments.

ROUND & URN POSITIONS BY TITLE UNITS THAT APPEAR BY TITLE ADVERSARIES

TITLE	URN	ROUNDS
Hands of Steel	4	4 Rounds
Hands of Silver	5	4 Rounds
Hands of Gold	6	4 Rounds
Hands of Divinity	7	3 Rounds
Master Hands	8	3 Rounds

TITLE	A	B	C	D	E
Hands of Steel	1	2	3	4	-
Hands of Silver	1	2	3	4	-
Hands of Gold	1	2	3	4	5
Hands of Divinity	1	2	3	4	5
Master Hands	1	2	3	4	5

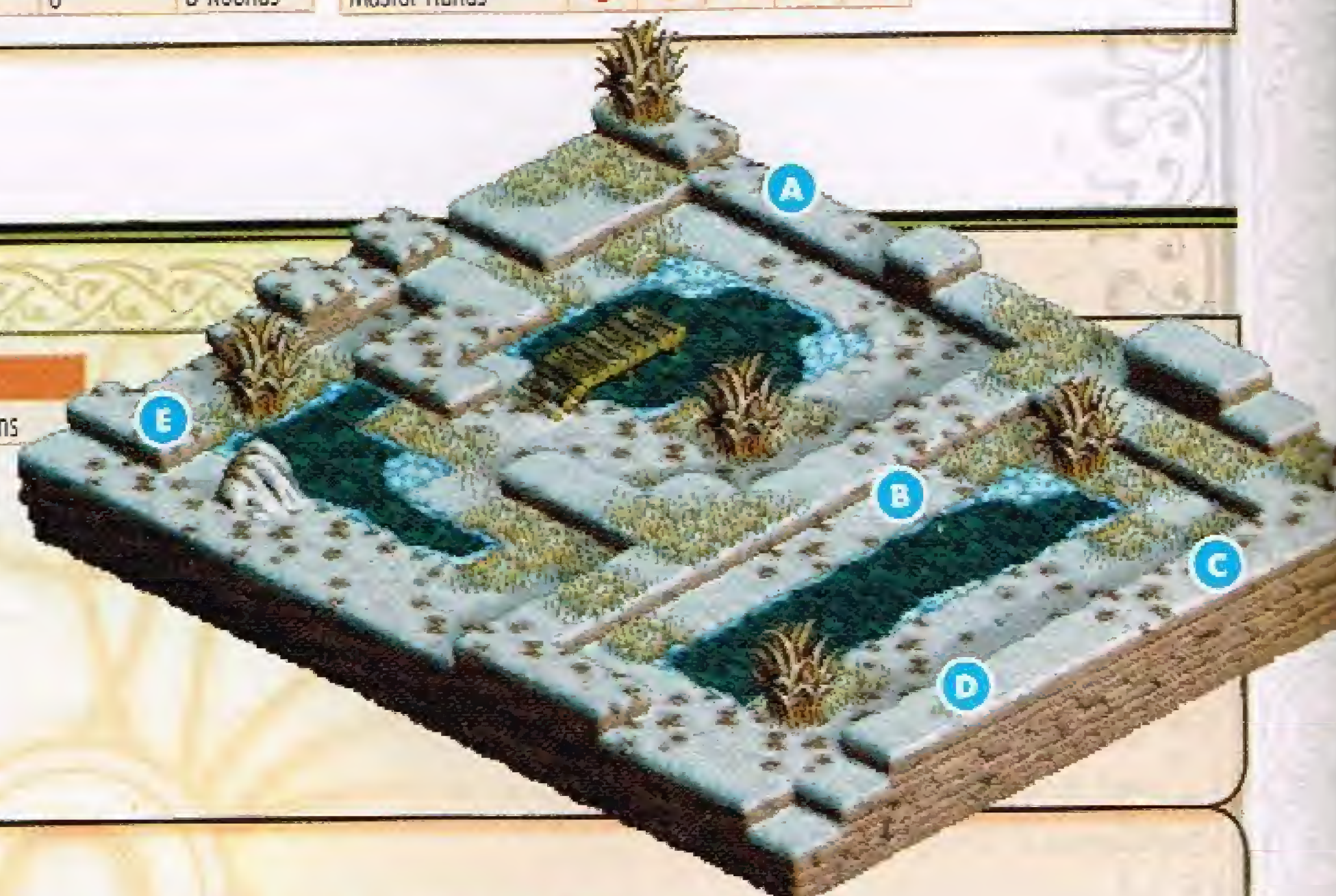
NAME	LEVEL
1 Ahriman	11~25

APTITUDE-ADAPTABILITY

RANK	DEPLOYED	LOCATION	ELIGIBILITY	CLEAR CONDITIONS	FORBIDDEN
15	6	The Galleria Deep	Aptitude and Adaptability must exceed 10	Gather the shimmering lights in 3 rounds!	Ranged Weapons

REWARDS

TITLE	TEAMWORK	APTITUDE	ADAPTABILITY	NEGOTIATION	QUEST AND ITEM PRICES	CLAN PRIVILEGE
Travelers	-3	+7	+5	-4	-	Debuff Resistance 1
Prospectors	-4	+13	+11	-6	-	Smash Gauge Bonus 1
Pioneers	-5	+19	+17	-8	1% off	Smash Gauge Bonus 2
Voyagers	-6	+25	+23	-10	3% off	Smash Gauge Bonus 3
Master Explorers	-7	+31	+29	-12	5% off	MP Channeling



Gather the lights!

Several lights appear on the battlefield, which must be examined before a specific number of rounds expire. When one light is examined, the remaining lights change their position, making them difficult to get to. As with many trials, deploy units with high Movement and Speed ratings to make it easier to advance towards each light. Spread your six units out and move in every direction, leaving units in empty areas to compensate for the possibility of a light appearing near them later. The flans on this map are inconsequential as they're low level even at the hardest title, so ignore them.

ROUND & LIGHT POSITIONS BY TITLE

TITLE	LIGHT	ROUNDS
Travelers	3	4 Rounds
Prospectors	3	4 Rounds
Pioneers	4	4 Rounds
Voyagers	4	3 Rounds
Master Explorers	5	3 Rounds

UNITS THAT APPEAR BY TITLE ADVERSARIES

TITLE	A	B	C	D	E
Travelers	1	-	1	-	1
Prospectors	1	-	1	1	2
Pioneers	1	-	2	1	3
Voyagers	1	-	3	2	4
Master Explorers	1	2	4	3	5

NAME	LEVEL
1 Red flan	9~17
2 Ice flan	9~17
3 Yellow jelly	9~17

MONSTER INFO & DATA

This section is dedicated to information about the creepy-crawlies you face in battle. The monster resistance tables are a quick way to spot an enemy's weakness to a specific type of magick. Their ability tables allow you to plan ahead and equip accessories that counter any debuffs their skills cause. There's also the matter of their base stats, which reveal how fast they take turns, their movement range, and myriad other things that are helpful to know.

Much of the data here is also useful for improving your blue mage's ability list, and to know the attack types available to the beastmaster. The blue mage in particular is heavily reliant on both the beastmaster and monsters to obtain skills, so much of the data here is designed to help both unit types identify what monster skills are worth using.

Finally, all monsters drop many Loot types necessary for item creation. The system that dictates the items dropped is fairly complex, so a quick explanation and a group of tables have been provided to help you find the items you need.

ENEMY ITEM INFORMATION

Your adversaries carry four types of inventory items: Equipment, Loot, Consumables, and their Purse. Though one piece of Loot is awarded for defeating an enemy, the other types of inventory items can only be obtained by stealing them. Here the various types of items your opponents carry and how to procure them is discussed.

TAKE A PEEK



You can view an enemy's equipment by moving the command cursor over them and pressing **Y**. Other item types, like Loot, gil, and consumable items, can be viewed with the Gauge or Study action abilities (used by soldiers and scholars). When browsing their inventory, use the directional buttons to flip between pages.

Enemy Inventory Types

Equipment

Humanoid enemies carry various weapons, armor, and accessories into battle. Even monsters, which normally don't carry other types of equipment, come readied with accessories. Action abilities like Steal Accessory, Pillage, and Moogle Disarm can be used to steal or destroy these items (weapons cannot be stolen). Accessories in particular are important targets for stealing, since many are very difficult to obtain using other methods.

Purse

Purse refers to the bag holding the enemy's money. Abilities like Wallet Shot or Steal Gil can be used to steal their money. The amount stolen is chosen randomly from four possibilities. You can only steal money from an enemy one time.

Loot

Enemy units have four pieces of Loot on them in battle. One piece of Loot is selected at random and dropped when the enemy is defeated. Action abilities like Steal Loot can also be used to take Loot. However, only four pieces of Loot can be stolen from a single enemy, regardless of the Loot's level category (more info on Loot Level later).

Consumables

Enemies carry four different consumable items. All four items can be stolen using action abilities like Steal Item, a skill used by thieves. The item stolen is selected at random.

How Loot Drops Are Determined

All enemies have four Loot items, each assigned with an invisible level designation (Lv.1, Lv.2, Lv.3, and Lv.4). These four levels each represent an invisible category of items. The higher the level is, the rarer the Loot. Once the Loot Level is determined, a piece of Loot out of that level category is chosen at random.

The percentages that determine the Loot Level can be manipulated through the Luck clan abilities. Selecting Luck 2 for instance increases the likelihood of higher-level Loot dropping off of an enemy. The following chart illustrates how the clan Luck abilities can positively affect the chances of each Loot Level category being selected.

DETERMINING LOOT LEVEL

Clan Modifier	Lv.1	Lv.2	Lv.3	Lv.4
None	60%	25%	10%	5%
Luck 1	54%	27%	12%	7%
Luck 2	51%	28%	13%	8%
Luck 3	48%	29%	14%	9%
Luck 4	45%	30%	15%	10%
Luck 5	42%	31%	16%	11%

ZOMBIES HAVE NOTHING TO GIVE

The one exception to Loot drops is Undead creatures. Regardless of whether you destroy the grave they leave behind or use abilities like the paladin's Sanctify to kill them outright, the living dead do not drop Loot.

DETERMINING ITEM AFTER LOOT LEVEL (BEHEMOTH)

Loot Level	Lv. 1	Lv.2	Lv.3	Lv.4
Pattern	(0)01	(1)12	(1)13	(2)10

Every enemy has its own individual pattern for deciding what kind of Loot it drops at each level. For example, if the enemy above dropped a Level 2 Loot, then the final item dropped would randomly be selected from row #12 in the following Enemy Loot Pattern chart. There are 56 enemy loot patterns in all, along with the five selection patterns used for consumable items. Each pattern contains four items, one of which you can steal.

The chart below shows the items available within each pattern and the main quests in which enemies that use them appear. Though this chart does not include the Loot patterns for every enemy in every quest, we've included data for the easiest quests that use these Loot patterns. Refer to this chart when looking for specific types of Loot.

RANK 1 (0)

PATTERN	LOOT 1	LOOT 2	LOOT 3	LOOT 4	QUESTS
01	Telak Flower	Green Liquid	Tiger Hide	Animal Bone	Maintaining the Balance, 'Tis the Season, Reagent Run
02	Silk Bloom	Zinconium	Chocobo Skin	Xergis Tin	'Tis the Season, Reagent Run, Otherworldly Visitors
03	Mariom Heater	Zinconium	Moonwood	Large Feather	Maintaining the Balance, 'Tis the Season, Reagent Run
04	Prima Petal	Fresh Water	Rat Pelt	Bomb Shell	'Tis the Season, Reagent Run, Otherworldly Visitors
05	Nepenthis	Wool	Snake Skin	Lamia Scale	Maintaining the Balance, 'Tis the Season, Reagent Run
06	Recall Grass	Xergis Tin	Danbukwood	Aged Linen Thread	Reagent Run, Otherworldly Visitors, Fey Mischief
07	Whisperweed	Cruzle Brass	Cottonflue	Molting	Maintaining the Balance, Sun-ripened Mayhem, Reagent Run
08	Ladies' Tresses	Cloudy Sap	Tanned Hide	Iron Carapace	Sun-ripened Mayhem, Reagent Run, Otherworldly Visitors
09	Magick Fruit	Soul Ceffyl	Waltwood	Small Feather	Maintaining the Balance, Sun-ripened Mayhem, Reagent Run
10	Dirty Wool	Gikhet Lead	Mape Wood	Insect Husk	Sun-ripened Mayhem, Reagent Run, Otherworldly Visitors
11	Succulent Fruit	Ahriman Wing	Wolf Pelt	Pointed Horn	The Natural Order, Sun-ripened Mayhem, Reagent Run
12	Cactus Fruit	Earth Stone	Spruce	Crooked Fang	Sun-ripened Mayhem, Reagent Run, Otherworldly Visitors
13	Tiny Mushrooms	Cruzle Brass	Rabbit Pelt	Gimble Stalk	The Natural Order, Sun-ripened Mayhem, Reagent Run
14	Faren Pollen	Wind Stone	Birch	Soft Cotton	Sun-ripened Mayhem, Reagent Run, Otherworldly Visitors
15	Malboro Vine	Clock Gear	Gikhet Lead	Zingu Pearl Shell	The Natural Order, Sun-ripened Mayhem, Reagent Run
16	Sturdy Vine	Trusty Frying Pan	Silk Thread	Giant Feather	Sun-ripened Mayhem, 'Tis the Season, A Hard Place
17	Ball Moss	Sanative Needle	Wind Stone	Fury Fragments	The Natural Order, 'Tis the Season, A Hard Place
18	Peppergrass	Soul Ceffyl	Rat Tail	Turtle Shell	The Natural Order, 'Tis the Season, A Hard Place
19	Faerie Wing	Water Stone	Bat Tail	Bone Chips	'Tis the Season, A Hard Place, One-Eyed Evil

RANK 2 (11)

PATTERN	LOOT 1	LOOT 2	LOOT 3	LOOT 4	QUESTS
01	Moon Bloom	Zodiac Ore	Tyrant Hide	Dragon Bone	Maintaining the Balance, 'Tis the Season, Formidable Strength
02	Tarkov Crystal	White Thread	Foul Liquid	Sturdy Bone	Maintaining the Balance, 'Tis the Season, Formidable Strength
03	Tarkov Crystal	Leestone	Quality Hide	Rose Branch	Maintaining the Balance, 'Tis the Season, A Hard Place
04	Fire Stone	Red Geeps	Pearl Moss	Mirror Scale	Maintaining the Balance, 'Tis the Season, A Hard Place
05	Bot Wing	Adamant Alloy	Zincotite	Cod Scale	The Natural Order, Spirits of Nazan, The Strength of the Wolf
06	Ice Stone	Leucojum	Giant's Tanned Hide	Hedychium Pollen	The Natural Order, Maintaining the Balance, 'Tis the Season
07	Bitter Sap	Damascus	Onion	Hedychium	The Natural Order, Otherworldly Visitors, Formidable Strength
08	Storm Stone	Healing Water	Tanned Tyrant Hide	Battlewyrn Carapace	The Natural Order, 'Tis the Season, Formidable Strength
09	Holy Stone	Zincotite	Pagoda Wood	Black Thread	Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
10	Holy Stone	Tomato Stalk	Coeurl Pelt	Great Serpent's Fang	Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
11	Divariwood	Dipraeu Bronze	Quality Wool	Damascus	Maintaining the Balance, Spirits of Nazan, Open Wide
12	Quality Lumber	Platinum	Quality Pelt	Superior Silk Thread	The Natural Order, Maintaining the Balance, 'Tis the Season
13	Dark Stone	Adamant Alloy	Kempas	Coral Fragments	The Natural Order, Spirits of Nazan, The Strength of the Wolf
14	Velvet	Gun Gear	Agathis	Malboro Wine	The Natural Order, 'Tis the Season, Otherworldly Visitors
15	Low Arcona	Gun Gear	Rabbit Tail	Aged Turtle Shell	The Natural Order, Maintaining the Balance, 'Tis the Season
16	Damascus	Cursed Coin	Yellow Liquid	Skull	The Natural Order, Formidable Strength, Spirits of Nazan

RANK 3 (24)

PATTERN	LOOT 1	LOOT 2	LOOT 3	LOOT 4	QUESTS
01	Mind Ceffyl	Adamantite	Malboro Flower	Blood-darkened Bone	Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
02	Body Ceffyl	Silver Liquid	Kalos	Wyrn Carapace	'Tis the Season, Formidable Strength, One-Eyed Evil
03	Rainbow Thread	Unpurified Ether	Prime Tanned Hide		Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
04	Gurnat	Crusite Alloy	Prime Pelt	Spider Silk	Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
05	Wind Sigil	Crusader Tonic	Goldcap	Vampyr Fang	Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
06	Earth Sigil	Strange Liquid	Magick Fruit	Spiral Incisor	'Tis the Season, Otherworldly Visitors, A Hard Place
07	Fire Sigil	Aqua Galac	Suspect Mushroom	Kuraisle Boxwood	Maintaining the Balance, Otherworldly Visitors, Open Wide
08	Mind Ceffyl	Mysidia Alloy	Pink Tail	Blood-darkened Bone	Otherworldly Visitors, A Hard Place, Spirits of Nazan
09	Water Sigil	Clear Sap	Spiral Vine	Windslicer Pinion	Otherworldly Visitors, A Bewitching Encounter, Dire Rotundity
10	Storm Sigil	Wyrmtwig	Four-leaf Clover	Moon Ring	Otherworldly Visitors, Formidable Strength, Spirits of Nazan
11	Body Ceffyl	Ball Moss	Cockatrice Skin	Alraune Drill	'Tis the Season, Otherworldly Visitors, A Bewitching Encounter
12	Ice Sigil	Moon Ring	Crusite Alloy	Star Fragments	Otherworldly Visitors, Formidable Strength, Spirits of Nazan
13	Mysidia Alloy	Sweet Sap	Tanned Beast Hide	Gemsteel	Formidable Strength, Spirits of Nazan, A Bewitching Encounter

RANK 4 (8)

PATTERN	LOOT 1	LOOT 2	LOOT 3	LOOT 4	QUESTS
01	Earthwyrn Crystal	Mythril	Putrid Liquid	Emperor Scale	Formidable Strength, Spirits of Nazan, A Bewitching Encounter
02	Windgod Crystal	Scarletite	Stradivari	Darklord Crystal	Formidable Strength, Spirits of Nazan, A Bewitching Encounter
03	Waterwyrd Crystal	Orichalcum	Hero Tonic	Beastlord Horn	Spirits of Nazan, A Bewitching Encounter, Burning Soul
04	Firebird Crystal	Einherjarium	Mahbeny	Screamroot	Spirits of Nazan, A Bewitching Encounter, Dire Rotundity
05	Snowcat Crystal	Gold Chalice	Wyvern Wing	Aurea Pollen	Spirits of Nazan, A Bewitching Encounter, Dire Rotundity
06	Stormsoul Crystal	Demon Feather	Godwood	Wyvern Fang	Bonga Bugle — Emberleaf, A Bewitching Encounter, Dire Rotundity
07	Lightwing Crystal	Bundle of Needles	Fiend's Blood	Ancient Turtle Shell	Formidable Strength, Dire Rotundity, Burning Soul
08	Lightwing Crystal	Darklord Crystal	High Arcona	High Arcona	Formidable Strength, Spirits of Nazan, Dire Rotundity

CONSUMABLE ITEMS

PATTERN	ITEM 1	ITEM 2	ITEM 3	ITEM 4	QUESTS
01	Knot of Rust	Potion	Hi-Potion		Maintaining the Balance, Sun-ripened Mayhem, 'Tis the Season
02	Gold Needle	Antidote	Eye Drops	Echo Herbs	Maintaining the Balance, 'Tis the Season, Otherworldly Visitors
03	Handkerchief	Maiden's Kiss	Holy Water	Bandage	The Natural Order, Maintaining the Balance, 'Tis the Season
04	X-Potion	Dark Matter	Remedy	Phoenix Down	The Natural Order, Maintaining the Balance, 'Tis the Season
05	Ether	Eureka Crystal	Elixir	Grimoire Stone	The Natural Order, Formidable Strength, Spirits of Nazan

OBTAINING ITEMS THROWN BY ENEMIES

Many enemies use the Throw or Weapon Toss action abilities to lob weapons at you. These weapons can be procured if you have the Sticky Fingers ability, which enables the equipped unit to catch the item and keep it. The kind of weapons thrown is dependant on the average level of the units you've deployed into battle. The chart provided shows the level spread for each variance of thrown weapons. Use this table to deploy party members with the right level to obtain the weapons you want.

AVG. LEVEL	WEAPON 1	WEAPON 2	WEAPON 3	WEAPON 4
1-10	Defender	Sun Blade	Ogun Blade	Rondel
11-20	Ogrenix	Zwillblade	Gale Sword	Ragetsu-denbu
21-30	Gupfi Aga	Trident	Kotetsu	Jambiya
31-40	Rhomphaia	Nirvana	Adamant Blade	Scorpion Tail
41-50	Heretic Rod	Edaraya Scriptures	Mandradora	Morning Star
51-60	Femme Fatale	Talwar	Zeus Mace	Soulsaber
61-70	Femme Fatale	Seventh Heaven	Materia Blade	Lotus Mace
71-80	Master Sword	Windsong Rapier	Diabolique	Madu
81-90	Vigilante	Ayyuir Red	Zanmato	Rhomphaia
91-100	Estrella	Tournesol	Joker	Excalibur II

HOW TO EFFECTIVELY OBTAIN BLUE MAGICK

Blue mages carry the unique ability to learn monster skills. Doing so requires them to take a hit from the specific enemy attack they want to learn. Only certain skills can be learned, and there's no guarantee that the monster will use the attack against your blue mage. To compensate for this problem, take a beastmaster into battle with you, who can control enemies and force them to use specific skills on your mage. Some skills, like the bomb's Self-Destruct, cannot be used by the beastmaster, in which case you'll have to wait for the enemy to use it themselves. Abilities will not be learned if your blue mage is KO'd by the attack, or manages to evade it.



The following table is a list of the available Blue Magick skills and the enemies that use them. Included is a list of quests where each specific enemy can be found. Use this table to find the fastest way of obtaining the skills you want.

MONSTER BLUE MAGICK

ABILITY	SPECIES	MONSTER	QUEST THEY APPEAR IN
Magick Hammer	Baknamy	Baknamy	A Harvest Hand, Reagent Run, Wee Evil, Fey Mischief
		Luchorpan	A Harvest Hand, Wee Evil
White Wind	Sprite	Sprite	Bonga Bugle — Rosefire, Fey Mischief
Angel Whisper	Sprite	Sprite	Fey Mischief
Night	Lamia	Lamia	Seeding the Harvest, A Harvest Hand, Otherworldly Visitors, A Bewitching Encounter
		Lilith	A Bewitching Encounter
Screech	Wolf	Wolf	The Strength of the Wolf
		Worgen	Bonga Bugle — Rosefire, The Strength of the Wolf
		Hellhound	The Strength of the Wolf
War Dance	Dreamhare	Dreamhare	Seeding the Harvest, Reagent Run, Negotiation I
		Hoppy Bunny	Seeding the Harvest, Bonga Bugle — Mistleaf, Wee Evil, Open Wide
Roar	Werewolf	Werewolf	A Harvest Hand, Bonga Bugle — Mistleaf, General Training II, The Strength of the Wolf
		Zaghnal	A Harvest Hand, General Training II, Formidable Strength
		Loogaroo	Speed Battle, Kupo!, Formidable Strength
Sandstorm	Antlion	Antlion	Maintaining the Balance
		Pit Beast	Seeding the Harvest, Kihili Surveyors, Burning Soul
Cornered	Turtle	Great Tortoise	A Hard Place
Matra Magick	Turtle	Adamantitan	Odd Places, A Hard Place

ABILITY	SPECIES	MONSTER	QUEST THEY APPEAR IN
Bad Breath	Malboro	Malboro	Seeding the Harvest, Bonga Bugle — Mistleaf, Zedlei Consortium, Open Wide
		Great Malboro	Seeding the Harvest, Open Wide
Eerie Sound Wave	Malboro	Malboro	Seeding the Harvest, Bonga Bugle — Mistleaf, Open Wide
		Great Malboro	Seeding the Harvest, Open Wide
Uncion	Flan	Red Marshmallow	Aptitude-Adaptability, Just Desserts
Self-Destruct	Bomb	Bomb	Odd Places, Aptitude II, Burning Soul
Doom	Deathscythe	Deathscythe	Bonga Bugle — Silversun, Bonga Bugle — Mistleaf, Otherworldly Visitors
		Oversoul	Speed Battle, Kupo!
Roulette	Ahriman	Ahriman	A Harvest Hand, General Training II, Teamwork-Aptitude, One-Eyed Evil
		Plague	Speed Battle, Kupo!, One-Eyed Evil
Quake	Headless	Golem	Hunting Season
		Fire Drake	Dire Rotundity
Expose Weakness	Drake	Thunder Drake	Dire Rotundity
		Nagaraja	Speed Battle, Kupo!, Dire Rotundity
Mighty Guard	Drake	Nagaraja	Speed Battle, Kupo!, Dire Rotundity
Dragon Force	Drake	Nidhogg	Bonga Bugle — Mistleaf

COCKATRICE SPECIES										1		2		3		
										GROWTH RATE		Movement Type: Normal		Size: Normal		
										HP	MP	SPEED	ATK	DEF	MAG	RES
										D	E	C	C	E	E	E

AHRIMAN SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
C	D	E	D	D	C	C

Movement Type: Flying

Size: Normal

SPECIES ABILITIES (ENTHRALLMENT)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Roulette	12	All	Randomly selects a single unit (friend or foe) and instantly inflicts the KO status.	Yes	Dread	-	1	Inflicts target with Disable and Addle debuffs.	No
	Glare	-	1	Inflicts target with Stone debuff.	No	Bewitching	12	1	Inflicts target with Charm and Slow debuffs.	No
	Demonic Gaze	-	4	Inflicts target with Confuse debuff.	No	Glance	-	-	-	-
	Binding Circle	16	1	Inflicts target with Slow and Speed+ debuffs.	No					

		STATS													RESISTANCES													ENTHRALLMENT ABILITIES	
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK															
	Ahriman	4	1	0%	60%	40	-	-	-	-	-	-	Weak	Drain	Roulette, Glare, Demonic Gaze, Bewitching Glance														
	Plague	4	1	0%	60%	55	-	-	-	-	-	-	Weak	Drain	Roulette, Glare, Demonic Gaze, Binding Circle, Bewitching Glance, Dread														

ANTLION SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	D	D	D	C	E	E

Movement Type: No Water

Size: Normal

SPECIES ABILITIES (SANDS)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Sandstorm	12	4	Deals HP damage while inflicting Blind debuff. Earth element.	Yes	Mucus	-	1	Deals HP damage while inflicting Slow debuff.	No
	Cannibalize	-	1	KO's an ally to raise stats by one level.	No	Saliva	-	1	Deals HP damage while inflicting Speed+ debuff.	No
	Suffocate	-	1	Delays the target's next turn.	No	Subsidence	-	Area	Deals HP damage. Earth element.	No
	Bile	-	1	Deals HP damage. Lowers Defense and Magick Resistance.	No					

		STATS														RESISTANCES														SANDS ABILITIES
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK																
	Antlion	3	2	0%	35%	38	-	Weak	Drain	-	-	-	-	-	Sandstorm, Cannibalize, Suffocate, Bile, Mucus, Saliva,															
	Pit Beast	3	2	0%	35%	45	-	Weak	Drain	-	-	-	-	-	Sandstorm, Cannibalize, Suffocate, Bile, Mucus, Saliva, Subsidence															

BAKNAMY SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
C	E	E	C	E	E	E

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (TAKTAK)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Magick Hammer	4	3	Depletes target's MP.	Yes	Mutilate	0	1	Drains half of target's current HP. Hit rate is half of Attack rating.	No
	Goblin Attack	0	1	Deals HP damage. Ignores enemy's defense rating.	No					

		STATS													RESISTANCES													TAKTAK ABILITIES
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK														
	Baknamy	3	2	0%	40%	25	-	-	-	-	-	-	-	-	Magick Hammer, Goblin Attack, Mutilate													
	Luchorpan	3	2	0%	40%	32	-	-	-	-	-	-	-	-	Magick Hammer, Goblin Attack, Mutilate													

BEHEMOTH SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
B	D	D	A	C	B	C

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (BESTIAL FORCE)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Rend Shield	-	1	Destroys target's shield while dealing HP damage.	No	Hell Assault	-	Area	Physical attack + Knocks back target + increases user's Attack stat by 80% (only once).	No
	Rend Defense	-	1	Lowers target's defense while dealing HP damage.	No					

		STATS				RESISTANCES									BESTIAL FORCE ABILITIES
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
	Behemoth	4	2	0%	40%	60	-	-	-	-	Weak	-	-	-	Rend Shield, Rend Defense, Hell Assault
	Reaver	4	2	0%	50%	75	-	-	Weak	-	-	-	-	-	Rend Shield, Hell Assault
	Mutadragon	4	2	0%	50%	75	-	-	Weak	-	-	-	-	-	Rend Defense, Hell Assault

BOMB SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	C	D	D	D	D	D

Movement Type: Float (Grenade has Float)

Size: Normal

SPECIES ABILITIES (VOLATILITY)

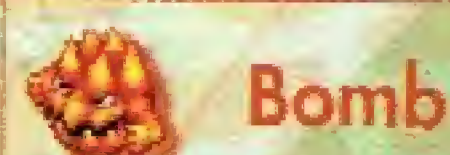
ABILITY	MP	RANGE	EFFECT
Self-Destruct	8	Area	Sacrifices self to inflict massive damage to surrounding targets.
Flame Attack	-	3	Deals HP damage. Fire element.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
Yes	Spark	28	Area	Deals HP damage while recovering own HP.	No
No					

STATS

RESISTANCES

VOLATILITY ABILITIES



Bomb

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
3	2	0%	40%	36	Drain	-	-	-	Weak	-	-	-

Self-Destruct, Flame Attack



Grenade

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
3	2	0%	40%	48	Drain	-	-	Weak	-	-	-	-

Flame Attack, Spark

CHOCOBO SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	D	C	C	D	D	D

Movement Type: Normal (Black Chocobo has Flying)

Size: Normal

SPECIES ABILITIES (CHOCOBO WILES)

ABILITY	MP	RANGE	EFFECT
Choco Cure	8	Area	Restores some HP for any unit within target area.
Choco Esuna	8	Area	Removes debuffs from units within target area.
Choco Flame	18	4	Deals HP damage. Ignores enemy defense rating. Fire element.
Choco Meteor	18	4	Deals HP damage.
Choco Beak	-	1	Deals HP damage.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
No	Choco	4	1	Restores some MP.	No
No	Recharge				
No	Choco Guard	10	Area	Casts Regen and increases Defense and Magick Resistance to all units in target area.	No
No	Choco Barrier	8	Area	Casts Protect and Shell on all units within target area.	No

STATS

RESISTANCES

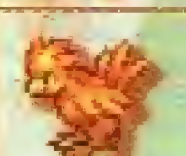
CHOCOBO WILES ABILITIES



Chocobo

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	3	5%	50%	35	-	-	-	Weak	-	Weak	Weak	-

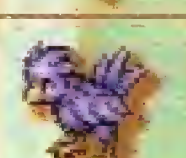
Choco Cure, Choco Beak, Choco Barrier



Red Chocobo

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	3	5%	55%	38	-	-	-	Weak	-	Weak	Weak	-

Choco Cure, Choco Meteor, Choco Beak, Choco Barrier



Black Chocobo

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	1	5%	55%	38	-	-	-	Weak	-	Weak	Weak	-

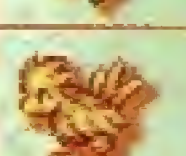
Choco Cure, Choco Flame, Choco Beak, Choco Barrier



Green Chocobo

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
6	3	5%	60%	38	-	-	-	Weak	-	Weak	Weak	-

Choco Cure, Choco Esuna, Choco Beak, Choco Barrier



Brown Chocobo

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	3	5%	60%	38	-	-	-	Weak	-	Weak	Weak	-

Choco Cure, Choco Beak, Choco Guard, Choco Barrier



White Chocobo

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
5	3	5%	60%	45	-	-	-	Weak	-	Weak	Weak	-

Choco Cure, Choco Beak, Choco Recharge, Choco Barrier

COCKATRICE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	E	C	C	E	E	E

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (TERRITORIALISM)

ABILITY	MP	RANGE	EFFECT
Stone Breath	18	4	Inflicts Stone debuff to target.
Fluster	-	Self	Inflicts self with Berserk debuff.
Scurry	-	Self	Casts Haste buff on self.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
-	Peck	-	1	Deals HP damage.	-
-	Scatter	-	Area	Deals HP damage.	-
-	Wake-Up Call	-	6	Brings up target's turn next.	-

STATS

RESISTANCES

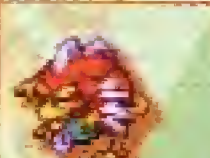
TERRITORIALISM ABILITIES



Cockatrice

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
3	2	0%	40%	20	-	-	-	Weak	-	-	-	-

Stone Breath, Fluster, Scurry, Peck, Scatter, Wake-Up Call



Axebeak

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	2	0%	40%	30	-	-	-	Weak	-	-	-	-

Stone Breath, Fluster, Peck, Wake-Up Call



Cluckatrice

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
3	2	0%	40%	45	-	Drain	Weak	-	-	-	-	-

Wake-Up Call

CRUSHATRICE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
A	D	D	C	C	D	E

Movement Type: No Water

Size: 9 Tiles

SPECIES ABILITIES (TERRITORIALISM)

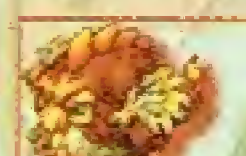
ABILITY	MP	RANGE	EFFECT
Fortify	-	Self	Raises attack power.
Peck	-	Line	Deals HP damage.
Devour	-	5	Deals HP damage.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
No	Territorial Marking	-	7	Deals HP damage.	No
No	Piston Drop	-	All	Deals HP damage.	No
No					

STATS

RESISTANCES

TERRITORIALISM ABILITIES



Crushatrice

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
0	0	0%	65%	30	-	-	-	-	-	-	-	-

Fortify, Peck, Devour, Territorial Marking, Piston Drop



Mamatrice

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
0	0	0%	65%	30	-	-	-	-	-	-	-	-

Fortify, Peck, Devour, Territorial Marking

DEATHSCYTHE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	C	C	D	D	C	D

Movement Type: Warp & Float

Size: Normal

SPECIES ABILITIES (NIGHTMARE)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Doom	8	4	Inflicts Doom debuff.	Yes	Deep Sleep	12	4	Inflicts Sleep and Stop debuffs.	No
	Steal Thoughts	14	1	Inflicts Addle debuff.	No	Shackle	12	4	Inflicts Immobilize and Disable debuffs.	No

SPECIES MAGICK (DARK MAGICK)	SPELL	MP	RANGE	EFFECT	SPELL	MP	RANGE	EFFECT
	Dark	8	4	Deals Dark element damage.	Darkga	18	4	Deals Dark element damage.
	Darkra	14	4	Deals Dark element damage.	Invert	18	3	Swaps targets MP and HP values, inverting them.

		RESISTANCES												NIGHTMARE ABILITIES		DARK MAGICKS
		STATS														
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK		
	Deathscythe	4	1	10%	65%	45	-	-	-	-	-	-	Weak	Drain	Doom, Deep Sleep, Shackle	Dark, Darkra, Darkga
	Oversoul	4	1	15%	65%	58	-	-	-	-	-	-	Weak	Drain	Doom, Steal Thoughts, Deep Sleep, Shackle	Darkga, Invert

DEMON WALL SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
A	D	E	B	D	B	D

Movement Type: No Water

Size: 6 Tiles

SPECIES ABILITIES (ELIMINATION)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Telega	10	-	Transports target directly in front of user, and inflicts Immobilize debuff. Hit rate 100%.	No	Shining Darkness	10	-	Inflicts Stone, Immobilize, or Sleep debuff.	No
	Repel	-	Line	Physical attack. User moves forward one panel, and always knocks back the unit directly in front of them. (Units pushed off the edge of the battlefield are KO'd)	No	Gravija	-	7	Reduces target's HP to 1.	No

 Demon Wall	STATS				RESISTANCES									ELIMINATION ABILITIES	
	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK		
	1	1	0%	65%	50	-	-	-	-	-	-	Weak	-	Telega, Repel, Gravija, Shining Darkness	

DRAKE SPECIES

GROWTH RATE





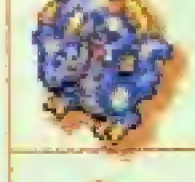
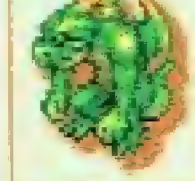
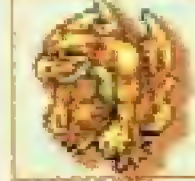

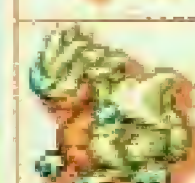
HP	MP	SPEED	ATK	DEF	MAG	RES
A	D	E	B	D	D	D

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (BREATH)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Fireball	-	4	Deal HP damage. Fire element.	No	Ice Breath	-	4	Deal HP damage. Ice element.	No
	Fire Breath	-	4	Deal HP damage. Fire element.	No	Lightning	-	4	Deal HP damage. Lightning element.	No
	Ice Orb	-	4	Deal HP damage. Ice element.	No	Thunder Breath	-	4	Deal HP damage. Lightning element.	No

SPECIES ABILITIES (WYRMRAFT)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Expose Weakness	8	4	Lowers target's Defense and Magick Resistance.	Yes	Mesmerize	-	1	Inflicts Charm and Speed + to target.	No
	Mighty Guard	8	4	Raises target's Defense and Magick Resistance.	Yes	Sleet	-	1	Inflicts Sleep and Doom to target.	No
	Dragon Force	8	4	Raises target's Attack and Magick Attack power.	Yes	Shockbolt	-	1	Inflicts Confuse and Addle to target.	No

		STATS					RESISTANCES								BREATH ABILITIES				WYRMRAFT
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK					
	Fire Drake	3	2	0%	40%	45	Drain	-	-	-	Weak	-	-	-	Fireball, Fire Breath				Expose Weakness, Mighty Guard, Dragon Force, Mesmerize
	Ice Drake	3	2	0%	40%	45	Weak	-	-	-	Drain	-	-	-	Ice Orb, Ice Breath				Sleet
	Thunder Drake	3	2	0%	40%	45	-	-	-	Weak	-	Drain	-	-	Lightning, Thunder Breath				Expose Weakness, Shockbolt
	Mutadragon	3	2	0%	40%	45	Drain	-	-	-	Weak	-	-	-	Fire Breath, Thunder Breath, Ice Breath				Mesmerize, Sleet, Shockbolt
	Nagaraja	4	2	0%	60%	65	Half	-	-	-	Half	Half	Weak	Drain	Fireball, Ice Orb, Lightning, Thunder Breath, Ice Breath				Expose Weakness, Mighty Guard, Sleet, Shockbolt
	Nidhogg	4	2	0%	60%	65	Half	-	-	-	Half	Half	Weak	Drain	Fireball, Ice Orb, Lightning, Fire Breath, Thunder Breath, Ice Breath				Expose Weakness, Mighty Guard, Dragon Force, Mesmerize
	Asp	4	2	0%	60%	65	Half	-	-	-	Half	Half	Weak	Drain	Lightning, Thunder Breath				Dragon Force
	Zahak	4	2	0%	60%	65	Half	-	-	-	Half	Half	Weak	Drain	Fireball, Ice Orb, Lightning, Fire Breath, Thunder Breath, Ice Breath				Expose Weakness, Mighty Guard, Dragon Force, Mesmerize, Sleet, Shockbolt
	Mutadragon	4	2	0%	60%	65	Half	-	-	-	Half	Half	Weak	Drain	Fireball, Ice Orb, Lightning				Expose Weakness, Mighty Guard, Dragon Force

DREAMHARE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	E	B	E	E	D	A

Movement Type: No Water

Size: Normal

SPECIES ABILITIES (ENTICEMENT)

ABILITY	MP	RANGE	EFFECT
War Dance	12	4	Raises the Attack power of units in a small area.
Illude	-	4	Inflicts Charm debuff.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
Yes	Go-Go Dance	-	4	Grants Haste buff to all units within effect area.	No
No	Hip Attack	-	1	Deals HP damage.	No

STATS

RESISTANCES

ENTICEMENT ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Dreamhare	4	3	10%	65%	20	Weak	-	-	-	-	-	Drain	-	War Dance, Illude, Hip Attack
 Hoppy Bunny	4	3	15%	70%	28	Weak	-	-	-	-	-	Drain	-	War Dance, Go-Go Dance, Illude, Hip Attack
 Moogelebane	4	3	15%	65%	60	Weak	-	-	-	-	-	Drain	-	War Dance, Go-Go Dance, Illude, Hip Attack

FLAN SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	A	E	D	A	D	E

Movement Type: Walk On Water

Size: Normal

SPECIES ABILITIES (METAMORPHOSIS)

ABILITY	MP	RANGE	EFFECT
Unction	8	4	Inflicts Oil debuff.
Merge	-	1	KO's self to restore target's HP in full.
Acid	-	3	Inflicts Slow, Stone, Disable, Immobilize, and Stop debuffs.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
Yes	Simper	-	1	Inflicts Charm debuff.	No
No	Menace	-	1	Inflicts Toad and Silence debuffs.	No
No					

STATS

RESISTANCES

METAMORPHOSIS ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Red Marshmallow	3	2	0%	60%	25	Drain	-	-	-	Weak	-	-	-	Unction, Merge, Acid
 Ice Flan	3	2	0%	60%	25	Weak	-	-	-	Drain	-	-	-	Merge, Acid
 Yellow Jelly	3	2	0%	60%	25	-	-	-	Weak	-	Drain	-	-	Merge, Acid
 White Pudding	3	2	0%	60%	45	Null	Null	Null	Null	Null	Null	Weak	Weak	Simper, Menace

FLOATING EYE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	D	B	E	E	D	E

Movement Type: Flying & Float

Size: Normal

SPECIES ABILITIES (PARASITE)

ABILITY	MP	RANGE	EFFECT
Vampire	-	1	Drains HP from target.
Supersonic Wave	-	4	Deals HP damage while inflicting Silence debuff.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
No	Death Dive	-	1	KO's self to deal HP damage equal to user's max HP - current HP.	No
No	Gnaw	-	1	Deals HP damage while inflicting Poison debuff.	No

STATS

RESISTANCES

PARASITE ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Floating Eye	5	1	10%	50%	20	-	-	Weak	-	-	-	Weak	-	Supersonic Wave, Death Dive, Gnaw
 Bloody Orb	5	1	15%	50%	30	-	-	Weak	-	-	-	Weak	-	Vampire, Supersonic Wave, Death Dive

GHOST SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	C	C	D	C	C	E

Movement Type: Warp & Float

Size: Normal

SPECIES ABILITIES (GHOSTLY TOUCH)

ABILITY	MP	RANGE	EFFECT
Flash	-	Area	Inflicts Blind debuff.
Sleep Touch	-	1	Deals HP damage while inflicting Sleep debuff. Dark element.
Silence Touch	-	1	Deals HP damage while inflicting Silence debuff. Dark element.

BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
No	Wake the Dead	-	-	Summons undead monster into play.	No
No					

SPECIES MAGICK (DARK MAGICK)

SPELL	MP	RANGE	EFFECT
Dark	8	4	Deals Dark element damage.
Darkra	14	4	Deals Dark element damage.

SPELL	MP	RANGE	EFFECT
Darkga	18	4	Deals Dark element damage.

STATS

RESISTANCES

GHOSTLY TOUCH ABILITIES

DARK MAGICKS

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Ghost	3	1	5%	60%	32	-	-	-	-	-	-	Weak	Drain	Flash, Sleep Touch, Silence Touch, Wake the Dead, Dark, Darkra
 Wraith	4	1	10%	60%	45	-	-	-	-	-	-	Weak	Drain	Flash, Sleep Touch, Silence Touch, Wake the Dead, Darkra, Darkga

HEADLESS SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
C	D	E	B	D	E	D

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (BRUTE FORCE)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Quake	12	3	Deals HP damage. Earth element.	Yes	Sunder Earth	12	4	Deals HP damage. Earth element.	No
	Bone Shatter	-	1	Physical attack + reduces target's ATP to 0.	No	Helmsplitter	-	1	Physical attack + destroys target's head protection. Hit rate is 1/4 of Attack rating.	No
	Brute Strength	-	Self	Raises target's attack power.	No					

	STATS					RESISTANCES								BRUTE FORCE ABILITIES
	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Headless	4	2	0%	40%	55	-	Weak	-	-	-	-	-	-	Quake, Bone Shatter, Brute Strength, Sunder Earth
 Wendigo	4	2	0%	40%	60	-	-	-	-	Drain	Weak	-	-	Quake, Bone Shatter, Brute Strength, Sunder Earth, Helmsplitter
 Golem	4	2	0%	40%	65	-	Weak	-	-	-	-	-	-	Quake, Bone Shatter, Brute Strength, Sunder Earth, Helmsplitter

LAMIA SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	C	D	D	C	D	C

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (DARKNESS)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Night	22	All	Puts all units to sleep.	Yes	Twister	-	3	Halves HP of targets. Hit rate is half of Attack.	No
	Poison Frog	20	3	Inflicts Poison and Toad debuffs.	No	Eternal Sleep	-	All	Inflicts Doom on all units, and puts all units other than self to sleep.	No
	Kiss	-	1	Inflicts Doom and Charm debuffs.	No	Eternal Oblivion	-	4	Deals HP damage while inflicting Addle debuff.	No
	Hand Slap	-	1	Deals HP damage, reduces target's ATP to 0.	No					

	STATS					RESISTANCES								DARKNESS ABILITIES
	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Lamia	4	2	0%	55%	30	-	Null	-	-	-	Null	-	-	Night, Poisonous Frog, Hand Slap, Twister
 Lilith	4	2	0%	55%	35	-	Null	-	-	-	Null	-	-	Night, Kiss, Hand Slap, Twister, Eternal Sleep, Eternal Oblivion
 Lamashtu	4	2	0%	60%	45	-	Null	-	-	-	Null	-	Drain	Night, Poisonous Frog, Kiss, Hand Slap, Twister, Eternal Sleep, Eternal Oblivion

MAGICK POT SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	A	D	A	A	A	A

Movement Type: No Water

Size: Normal

SPECIES ABILITIES (???)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Pester	-	1	Asks for an Elixir.	No	Reward	-	Self	KO's self.	No
	Punish	-	6	Deals 999 damage to target.	No					

	STATS					RESISTANCES								??? ABILITIES
	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Magick Pot	5	1	0%	85%	99	Drain	Drain	Drain	Drain	Drain	Drain	Drain	Drain	Pester, Punish, Reward

MALBORO SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	C	E	B	D	D	D

Movement Type: Walk On Water

Size: Normal

SPECIES ABILITIES (HALITOSIS)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Bad Breath	8	4	Inflicts Blind, Silence, and Poison debuffs.	Yes	Purify	-	Self	Removes all debuffs.	No
	Eerie Sound Wave	8	4	Removes buffs from units within targeting area.	Yes	Honey Breath	-	4	Inflicts Charm debuff.	No
	Goo	-	1	Inflicts Immobilize and Speed+ debuffs.	No	Love Song	-	4	Restores HP. Also grants Regen and a Defense increase.	No
	Malboro Song	-	4	Casts Regen and raises attack power.	No	Cloying Breath	-	4	Inflicts Sleep and Slow debuffs.	No
	Putrid Breath	12	1	Inflicts Toad, Doom, and Confuse debuffs.	No					

	STATS					RESISTANCES								HALITOSIS ABILITIES
	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Malboro	3	2	0%	40%	35	-	Weak	-	-	-	-	-	-	Bad Breath, Eerie Sound Wave, Goo, Putrid Breath, Purify
 Great Malboro	3	2	0%	40%	45	-	Weak	-	-	-	-	-	-	Bad Breath, Eerie Sound Wave, Goo, Malboro Song, Putrid Breath, Purify
 Malboro King	3	2	0%	40%	55	-	Weak	-	-	-	-	-	-	Bad Breath, Malboro Song, Putrid Breath, Purify, Cloying Breath
 Cassie	4	3	0%	40%	65	-	Weak	-	-	-	-	-	-	Honeyed Breath, Love Song, Cloying Breath

MIMIC SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	B	A	C	D	D	D

Movement Type: Float

Size: Normal

SPECIES ABILITIES (PAPER-ROCK-SCISSORS)

ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
Rock	-	Self	Restores some HP.	No	Scissors	10	4	Deals HP damage.	No



Mimic

STATS

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
2	2	5%	50%	35	Weak	Weak	Weak	Weak	Weak	Weak	Weak	Weak

RESISTANCES

PAPER-ROCK-SCISSORS ABILITIES

Rock, Scissors

NEUKHIA SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
A	D	D	B	C	B	C

Movement Type: No Water

Size: 9 Tiles

SPECIES ABILITIES (ABYSS)

ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
Grand Cross	?	?	Physical attack against units surrounding the Shining Stone.	No	Catastrophe	?	?	Lowers targets' Defense and Resistance. Hit rate 100%.	No
Consumption	?	?	Inflicts HP damage.	No	Punishing Ray	?	?	Inflicts HP damage.	No
White Hole	?	?	Inflicts HP damage.	No	Charge Ray	?	?	Inflicts Neukhia Charge debuff on a Neukhia Wisp.	No
Syphonja	?	?	Drops target's MP to 0.	No	Restoration Ray	?	?	Restores HP.	No
Dispella	?	?	Removes buffs from all units.	No	Sanctify	?	?	Inflicts HP damage.	No
Apocalypse	?	?	Deals Confuse debuff to targets.	No	Rewind	?	?	Causes extinguished Shining Stone to shine again.	No
Gigadust	?	?	Magick attack against all units.	No					



Neukhia

STATS

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
0	0	0%	65%	45	Half	Half	Half	Half	Half	Half	-	Drain

RESISTANCES

ABYSS ABILITIES

Consumption, White Hole, Syphonja, Apocalypse, Catastrophe

RAFFLESIA SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
A	D	D	B	C	B	C

Movement Type: Walk On Water

Size: 9 Tiles

SPECIES ABILITIES (AMBROSIA)

ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
Seed	-	8	Summons 1 malboro.	No	Blinding Cloud	-	Area	Inflicts Blind debuff.	No
Nectar Volley	-	6	Inflicts Poison and Silence debuffs.	No	Soporific Cloud	-	Area	Inflicts Sleep debuff.	No
Vine Lash	-	Area	Deals HP damage while inflicting Slow, reduces target's ATP to 0. Hit rate of ATP 0 status is same as debuff inflicting.	No	Bewildering Cloud	-	Area	Inflicts Confuse debuff.	No



Rafflesia

STATS

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
1	2	0%	65%	50	Weak	-	Drain	Drain	-	-	-	-

RESISTANCES

AMBROSIA ABILITIES

Seed, Nectar Volley, Vine Lash, Blinding Cloud, Soporific Cloud, Bewildering Cloud

SPRITE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	C	B	D	E	C	B

Movement Type: Float

Size: Normal

SPECIES ABILITIES (MISCHIEF)

ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
White Wind	20	3	Restores surrounding units' HP by user's own current remaining HP.	Yes	Lv. ? Holy	24	All	Deals Holy damage. Targets all enemies and allies with same digit in the first digit of their level. Hit rate is half of Aitack rating.	No
Angel Whisper	32	3	Recovers HP while also granting Reraise buff. Holy element.	Yes					
Meteorite	16	3	Deals HP damage.	No	Petrifying Rattle	28	4	Inflicts Stone debuff to target.	No



Sprite

STATS

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	3	5%	65%	18	-	-	-	-	-	-	Drain	Weak

RESISTANCES

MISCHIEF ABILITIES

White Wind, Angel Whisper, Meteorite, Lv. ? Holy



Banshee

MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK
4	3	10%	70%	30	-	-	-	-	-	-	Drain	Weak

Meteorite, Lv. ? Holy, Petrifying Rattle

TOMATO SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
E	D	B	D	D	D	D

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (IMPALE)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Horn Blow	-	1	Deals HP Damage, knocks enemy backwards 1 panel.	No	Tomato Fang	-	1	Deals HP Damage, knocks enemy backwards 1 panel.	No
	Horn Venom	-	1	Deals HP damage while inflicting Poison debuff.	No	Tomato Tackle	-	1	Deals HP damage while inflicting Speed↓ debuff.	No
	Horn Shot	-	4	Reduces damage by 1/4 to increase hit rate 20%.	No	Tomato Ketchup	-	1	Inflicts Berserk debuff.	No

STATS

RESISTANCES

IMPALE ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Alraune	4	3	10%	50%	20	-	Weak	-	-	-	-	-	-	Horn Blow, Horn Venom, Horn Shot
 Deadly Nightshade	4	3	5%	50%	32	-	-	-	Weak	-	-	-	-	DEADLY NIGHTSHADE ABILITIES Tomato Fang, Tomato Tackle, Tomato Ketchup

TONBERRY SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	E	A	E	D	D	D

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (REVENGE)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Knife	-	1	Reduces HP by 90%. Hit rate 100%.	No	Voodoo	-	1	Deals 999 HP damage.	No
	Karma	-	1	Deals damage equal to 4x the number of monsters killed by the target. Hit rate 100%.	No	Stalk	-	6	Targets unit. User will not take actions until it is adjacent to that unit. Hit rate 100%.	No
	Butcher's Knife	-	1	Reduces HP to 1. Hit rate 100%.	No					

STATS

RESISTANCES

REVENGE ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Tonberry	2	2	0%	65%	5	Half	Half	Half	Half	Half	Half	Half	Half	Knife, Karma, Butcher's Knife, Voodoo, Stalk
 Tonberry King	2	2	0%	65%	10	Half	Half	Half	Half	Half	Half	Half	Half	Knife, Karma, Butcher's Knife, Voodoo, Stalk

TURTLE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
C	D	E	D	A	E	E

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (SHELL CRUSH)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Limit Glove	4	1	Deals 999 damage if user's HP are in single digits. Hit rate is 100%.	Yes	Munch	-	1	Destroys the target's weapon, shield, or body armor. Hit rate varies based on targeted equipment.	No
	Matra Magick	22	3	Swaps targets MP and HP values, inverting them.	Yes					
	Headbutt	-	1	Deals HP damage while inflicting Immobilize debuff.	No	Resonate	-	All	Inflicts all units equipped with bladed weapons (Knife, Sword, Blade, Saber, Knightsword, Greatsword, Broadsword, Katana, and Axe) with the Disable debuff.	No
	Sonic Spin	-	Area	Deals HP damage.	No					
	Rain of Stone	18	4	Deals HP damage. Earth element.	No					

STATS

RESISTANCES

SHELL CRUSH ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Great Tortoise	3	2	0%	35%	40	-	Weak	Drain	-	-	-	-	-	Limit Glove, Matra Magick, Headbutt, Sonic Spin
 Rocktitan	3	2	0%	35%	40	-	Weak	Drain	-	-	-	-	-	Headbutt, Rain of Stone
 Adamantitan	3	2	0%	35%	40	-	Weak	Drain	-	-	-	-	-	Matra Magick, Sonic Spin, Rain of Stone, Munch
 Toughskin	3	2	0%	35%	55	-	Weak	Drain	-	-	-	-	-	Headbutt, Sonic Spin, Munch, Resonate

UPSILON SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
A	E	D	A	A	A	A

Movement Type: Float


Size: 9 Tiles

SPECIES ABILITIES (DEFENSE)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Primary Weapon	-	Line	Destroys 1/2 of target's HP.	No	Beguile	-	20	Inflicts Charm and Doom debuffs.	No
	Secondary Weapon	-	20	Deals HP damage.	No					

STATS

RESISTANCES

DEFENSE ABILITIES

	MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK	
 Upsilon	0	0	0%	65%	88	Null	Null	Null	Null	Null	Null	Null	Null	Primary Weapon, Secondary Weapon, Beguile

WEREWOLF SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
C	D	C	B	C	D	D

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (CALL OF THE WILD)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Roar	8	All	Removes buffs from all units on the field (friend or foe).	Yes	Assault	-	1	Deals HP damage while inflicting Immobilize debuff.	No
	Howl	-	4	Deals MP damage while inflicting Confuse debuff.	No	En Garde	-	Self	Werewolf enters a defensive stance. While in this state, attacks initiated against the enemy causes it to react with a counter attack.	No
	Slug	-	1	Deals HP damage. Ignores opponent's defense rating.	No					

		STATS					RESISTANCES								CALL OF THE WILD ABILITIES	
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK		
	Werewolf	4	3	0%	55%	35	-	Weak	-	-	-	-	-	-	Roar, En Garde, Howl, Slug, Assault	
	Zaghnal	4	3	0%	60%	45	-	Weak	-	-	-	-	-	-	Roar, Howl, Slug, Assault	
	Loogaroo	4	3	5%	65%	55	-	Weak	-	-	-	-	-	-	Roar, En Garde, Howl, Slug, Assault	

WOLF SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
D	E	B	C	D	E	E

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (MAW)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Screech	8	3	Deals HP damage while inflicting Confuse debuff.	Yes	Chilling Blow	-	4	Deals HP damage while inflicting Immobilize debuff. Ice element.	No
	Summon Pack	-	-	Summons an allied Wolf into play.	No	Fiery Blow	-	4	Deals HP damage while inflicting Silence debuff. Fire element.	No
	Fangs	-	1	Deals HP damage.	No	Shadowy Blow	-	4	Deals HP damage while inflicting Blind debuff. Dark element.	No

		STATS					RESISTANCES								MAW ABILITIES	
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK		
	Wolf	4	3	0%	50%	28	-	-	Half	Weak	-	-	-	-	Screech, Summon Pack, Fangs, Chilling Blow, Fiery Blow	
	Worgen	4	3	0%	50%	38	-	-	Half	Weak	-	-	-	-	Screech, Summon Pack, Fangs, Chilling Blow, Fiery Blow, Shadowy Blow	
	Hellhound	4	4	5%	60%	50	-	-	Half	Weak	-	-	Weak	Drain	Screech, Summon Pack, Fangs, Chilling Blow, Fiery Blow, Shadowy Blow	

YOWIE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
A	D	E	B	C	B	C

Movement Type: No Water

Size: 9 Tiles

SPECIES ABILITIES (AMBUSH)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Draw In	10	6	Physical attack + HP Drain + brings target adjacent to user. 100% hit rate.	No	Gravity Flux	10	All	Deals HP damage.	No
	Stun Crush	-	Area	Deals HP damage while inflicting Immobilize.	No					

		STATS					RESISTANCES								AMBUSH ABILITIES	
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK		
	Yowie	0	0	0%	65%	50	-	Weak	Null	-	-	-	-	-	Draw In, Stun Crush, Gravity Flux	

ZOMBIE SPECIES

GROWTH RATE

HP	MP	SPEED	ATK	DEF	MAG	RES
C	E	E	B	C	E	D

Movement Type: Normal

Size: Normal

SPECIES ABILITIES (DEATH'S GRASP)	ABILITY	MP	RANGE	EFFECT	BLUE	ABILITY	MP	RANGE	EFFECT	BLUE
	Miasma	14	4	Deals HP damage while inflicting Poison debuff.	No	Drain Touch	-	1	Drains HP from enemy. Damage dealt equals HP restored.	No

SPECIES MAGICK	SPELL	MP	RANGE	EFFECT	SPELL	MP	RANGE	EFFECT
	Dark	8	4	Deals Dark element damage.	Darkga	18	4	Deals Dark element damage.
	Darkra	14	4	Deals Dark element damage.	Invert	18	3	Swaps targets MP and HP values, inverting them.

		STATS					RESISTANCES								DEATH'S GRASP ABILITIES		DARK MAGICKS
		MOV.	JUMP	EVASION	RESILIENCE	UNARMED COMBAT	FIRE	AIR	EARTH	WATER	ICE	LIGHTNING	HOLY	DARK			
	Zombie	3	2	0%	65%	35	-	-	-	-	-	-	Weak	Drain	Miasma, Drain Touch		Dark, Darkra, Invert, Darkga
	Ghoul	3	2	0%	65%	35	-	-	-	-	-	-	Weak	Drain	Miasma, Drain Touch		Darkra, Invert

EQUIPMENT & ITEM DATA

This section is devoted to the clothes, weapons, and items your clan wears into combat. Found here is an array of data ranging from a weapon's attack power to the special attributes that protect wearers from debuffs. Use this data to equip the best items available for your adventuring party.

DATA EXPLANATION

1	2	3			4		5	6	7			
NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Dagger	80	40	20	-	-	-	2	-	-	-	-	None
Jackknife	160	80	20	-	-	-	2	-	-	-	Steal Gil(Thief), Gil Toss(Juggler)	Gikhet Lead, Snake Skin, Tiny Mushrooms
Kard	360	180	27	-	-	-	4	-	-	-	Steal Items(Thief), Silence Gas(Rangers)	Gikhet Lead, Animal Bone, Cactus Fruit

1 NAME: The label for the item in question.

2 BUY & SELL: The item's buying and selling price within shops. Take note that the selling price is generally half the buying price, though not always the case.

3 BASIC STATS: Number ratings for each item's basic statistics, which are:

ATK: The amount of damage the weapon inflicts.

MAG: The Magick rating of the weapon.

DEF: The Defense rating of the weapon.

RES: The elemental Resistance rating the weapon carries.

EVAD: The amount the item improves a unit's Evasion rating.

SPD: The Speed rating of the item in question.

4 ELEMENT: Elemental property the item carries. Items with a certain element deal extra damage to enemies weak to it.

5 EFFECT: Various special characteristics the item may have. Absorb means the item drains damage from the mentioned element. Immune means the item nullifies that type of effect.

6 ABILITIES: The job skills that can be learned from the item.

7 ITEMS NEEDED TO MAKE: The Loot necessary to create the item. Loot shown here is used at the bazaar, making the item available in shops.

WEAPON DATA

KNIVES	NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
RANGE: 1 panel	Dagger	80	40	20	-	-	-	2	-	-	-	-	None
MONKEY GRIP: No	Jackknife	160	80	20	-	-	-	2	-	-	-	Steal Gil(Thief), Gil Toss(Juggler)	Gikhet Lead, Snake Skin, Tiny Mushrooms
DUAL WIELD: Yes	Kard	360	180	27	-	-	-	4	-	-	-	Steal Items(Thief), Silence Gas(Rangers)	Gikhet Lead, Animal Bone, Cactus Fruit
DOUBLEHAND: Yes	Scramasax	500	250	30	-	-	-	2	-	-	-	Loot Lv.1(Thief), Ball Toss(Juggler)	Xargis Tin, Painted Horn, Ball Moss
JOBS: Thief, Hunter, Juggler, Chocobo knight, Ranger, Heritor, Dancer	Randel	600	300	33	-	-	-	2	-	-	Immune: Disable	Loot Lv.2(Thief), Leech(Ranger)	Xargis Tin, Insect Husk, Malboro Wine
	Kris	850	425	33	-	-	5	2	-	-	-	Weapon Toss(Juggler)	Gikhet Lead, Sturdy Bone, Tomato Stalk
	Khukuri	1200	600	34	-	-	-	2	2	-	-	Molotov Cocktail(Juggler), Camouflage(Ranger)	Damascus, Bomb Shell, Foul Liquid
	Zwillblade	4200	2100	41	-	-	-	2	1	-	-	Sten Needle(Ranger)	Zincalite, Blood-darkened Skull, Hedychium Pollen
	Swordbreaker	1850	925	37	-	-	-	4	-	-	-	Loot Lv.3(Thief), Dagger Toss(Juggler)	Adamant Alloy, Moonwood, Sturdy Bone
	Orichalcum Dirk	3200	1600	40	2	-	-	2	-	-	-	Steal Lurelight(Thief), Smile Toss(Juggler)	Orichalcum, Alraune Drill, Bitter Sap
	Cinquedea	5200	2600	42	-	-	-	4	5	-	-	Loot Lv.4(Thief), Ring Toss(Juggler)	Damascus, Spiral Incisor, Kalos
	Jambiya	10800	5400	43	2	-	-	2	-	-	-	Steal Accessory(Thief), Critical: Vanish(Ranger)	Crusite Alloy, Spiral Incisor, Four-leaf Clover
	Tanberrian	11600	5800	52	-	-	-	2	10	-	-	Love Potion(Ranger)	Scarletite, Wyvern Fang, Putrid Liquid
	Tiptaphwa	-	-	55	-	-	-	2	15	-	Immune: Slow	Viola(Heritor)	Clear "Disappearing Friend" Side Quest

SWORDS	NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
RANGE: 1 panel	Shortsword	100	50	22	-	-	-	-	-	-	-	-	None
MONKEY GRIP: No	Broadsword	200	100	25	-	-	-	-	-	-	-	First Aid(Soldier, Warrior), Oil Blade(Spellblade)	Gikhet Lead, Faren Pollen
DUAL WIELD: Yes	Buster Sword	600	300	30	-	5	-	-	-	-	-	Rend Magick(Soldier, Warrior), Blood Price(Spellblade)	Earth Stone, Xerxis Tin, Crooked Fang
DOUBLEHAND: Yes	Burglar Sword	1000	500	35	-	-	-	-	-	-	-	Gauge(Soldier), Stun Blade(Spellblade), Wyrmtamer(Dragon)	Earth Stone, Xerxis Tin, Dragon Bone
JOBS: Soldier, Warrior, Dragon, Spellblade, Chocobo knight, Heritor, Sky pirate	Silver Sword	400	200	35	-	-	-	4	2	-	-	Rend Speed(Soldier, Warrior), Slow Blade(Spellblade)	Ice Sigil, Platinum, Insect Husk
	Gale Sword	1100	550	35	-	-	-	-	5	-	-	Greased Lightning(Warrior), Sleep Blade(Spellblade)	Wind Sigil, Damascus, Bat Wing
	Blood Sword	1850	925	22	-	-	-	-	-	-	Steals HP from enemy	Provoker(Soldier), Wyrmtamer(Dragon), Poison Blade(Spellblade)	Dark Stone, Cursed Coin, Spiral Incisor
	Onion Sword	3200	1600	42	-	5	5	2	-	Air	-	Confusion Blade(Spellblade)	Gemsteel, Onion, Crusader Tonic
	Restorer	4800	2400	43	5	-	5	-	-	-	-	Lifetap(Warrior), Lancet(Dragon), Maim Blade(Spellblade)	Holy Stone, Orichalcum, Wyrmtamer
	Vitanova	4800	2400	44	2	-	-	4	-	Holy	Absorb: Holy	Doom Blade(Spellblade), Dragonheart(Dragon)	Holy Stone, Crusite Alloy, Clear Sap
	Chirijiraden	-	-	62	-	7	-	-	-	-	-	Hilo(Heritor)	None

BLADES

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

JOBS: Fighter, Gladiator, Mooglee knight, Chocobo knight, Heritor, Sky pirate

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Iron Blade	150	75	25	-	-	-	-	-	-	-	-	None
Sweep Blade	220	110	28	-	-	-	-	-	-	-	Rush(Fighter, Gladiator)	Wind Stone, Gikhet Lead, Animal Bone
Shadow Blade	480	240	33	-	-	-	4	-	-	-	Beat Down(Fighter, Gladiator), Mooglee Rush (Mooglee knight)	Bat Tail, Molting, Large Feather
Sun Blade	480	240	33	-	-	-	-	2	-	-	Blitz(Fighter, Gladiator)	Soul Ceffyl, Cruzle Brass, Bomb Shell
Atomos Blade	1200	600	38	-	-	-	-	-	Lightning	-	Air Render(Fighter), Mooglee Lance(Mooglee knight)	Soul Ceffyl, Gikhet Lead, Faren Pollen
Venus Blade	580	290	33	2	-	-	-	2	Fire	Absorb: Fire	Doublehand(Fighter, Gladiator)	Soul Ceffyl, Xargis Tin, Bomb Shell
Pearl Blade	640	320	33	-	-	-	-	-	-	-	Mooglee Shield(Mooglee knight)	Water Stone, Cruzle Brass, Zingu Pearl Shell
Ogun Blade	1350	675	38	2	-	-	-	-	-	-	Wild Swing(Fighter, Gladiator)	Water Stone, Xargis Tin, Gimble Stalk
Flametongue	2400	1200	42	-	-	-	-	-	Fire	-	Back Draft(Fighter), Fire Soul(Gladiator), Mooglee Attack(Mooglee knight)	Fire Stone, Cruzle Brass, Zingu Pearl
Air Blade	2400	1200	42	-	-	-	-	-	Wind	Null Damage: Wind	Air Blast(Fighter), Thunder Assault(Gladiator)	Wind Stone, Dipraeu Bronze, Giant Feather
Icebrand	2400	1200	42	-	-	-	-	-	Ice	-	Blizzard Tackle(Gladiator), Mooglee Aid(Mooglee knight)	Ice Stone, Adamant Alloy, Molting
Kwigan Blade	5600	2800	45	-	3	3	-	-	-	-	Aurablast(Fighter), Mooglee Guard(Mooglee knight)	Platinum, Birch, Aged Linen Thread
Paraiba Blade	6400	3200	45	10	-	-	4	-	-	-	Mooglee Disarm(Mooglee knight)	Storm Stone, Zodiac Ore, Lamia Scale
Ebon Blade	7200	3600	50	-	5	-	-	-	Dark	-	Life of Crime(Sky Pirate)	Darklord Crystal, Crusite Alloy, Vampyr Fang
Adamant Blade	12000	6000	55	-	10	-	-	-	-	-	Flee(Sky Pirate)	Body Ceffyl, Adamantite, Cockatrice Skin
Materia Blade	12000	6000	58	15	-	10	-	-	-	-	Ultima Sword(Gladiator), Ultima Charge(Mooglee knight)	Mythril, Hero Tonic, Demon Feather
Ayvuir Red	14000	7400	64	-	7	-	-	2	-	-	-	Firebird Crystal, Orichalcum, Spider Silk
Ayvuir Blue	-	-	64	-	-	10	4	-	-	-	Ljda(Heritor)	None

SABERS

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Light Saber	100	50	22	-	-	-	-	-	-	-	Learn(Blue mage)	None
Blue Saber	200	100	25	-	-	-	-	2	-	-	-	Water Stone, Trusty Frying Pan, Fresh Water
Shamshir	520	260	34	-	-	-	4	-	-	-	-	Earth Stone, Dipraeu Bronze, Hedychium
Aqua Saber	1200	600	38	-	-	-	5	-	Water	-	-	Aqua Stone, Dipraeu Bronze, Healing Water
Harpe	3600	1800	54	5	-	-	-	-	-	-	Trophy Hunt(Sky pirate)	Water Sigil, Gemsteel, Suspect Mushroom
Manganese Saber	4800	2400	57	10	-	-	-	-	-	-	Swipe(Sky pirate)	Ice Sigil, Gemsteel, Four-leaf Clover
Talwar	12000	6000	65	-	5	10	-	2	-	-	-	Earth Sigil, Adamantite, Aurea Pollen
Soulsaber	12000	6000	62	-	-	10	4	-	Fire	-	-	Firebird Crystal, Moon Ring, Vampyr Fang

JOBS: Blue mage, Chocobo knight, Heritor, Sky pirate

KNIGHT SWORDS

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

JOBS: Paladin, Defender, Templar, Chocobo knight, Heritor

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Longsword	380	190	32	-	-	-	-	-	-	-	-	None
Defender	1000	500	35	-	-	-	-	-	-	-	Nurse(Paladin), Hibernate(Defender)	Wind Stone, Zinconium, Fury Fragments
Apocalypse	1150	575	37	-	-	-	-	-	Dark	-	Rasp(Templar)	Dark Stone, Zinconium, Skull
Lionheart	1220	610	38	-	2	1	-	-	-	-	Defend(Paladin, Defender)	Tarkov Crystal, Zinconium, Dragon Bone
Ragnarok	2400	1200	42	5	-	-	-	-	-	-	Silence(Templar)	Body Ceffyl, Platinum, Zingu Pearl
Lohengrin	2400	1200	43	-	-	-	-	-	-	-	Aura(Defender), Haste(Templar)	Soul Ceffyl, Platinum, Cod Scale
Save the Queen	5400	2700	45	-	3	3	4	1	Holy	Absorb: Holy	Cover(Paladin), Bulwark(Defender), Astra(Templar)	Holy Stone, Mysidia Alloy, Pearl Mass
Arch Sword	5550	2775	47	-	-	-	-	-	-	-	Saint Cross(Paladin), Soul Sphere(Templar)	Tarkov Crystal, Platinum, Cod Scale
Excalibur	5680	2840	48	2	-	-	-	-	Holy	Immune: Holy	Holy Blade(Paladin)	High Arcana, Mysidia Alloy, Crusader Tonic
Sequence	-	-	32	5	2	2	2	2	-	Atk value grows*, Jump +1	-	None
Nagarak	-	-	68	-	-	-	4	6	-	-	Nesiam(Heritor)	None
The Fallen Angel	17800	8900	72	3	-	-	5	4	-	-	-	Lightwing Crystal, Mythril, Hero Tonic

*Note: Sequence and Peytral Effect: The Atk and Def bonuses granted by these items increases every time anyone in your party gets an Opportunity command (max bonus +99)

RAPIER

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

JOBS: Fencer, Elementalist, Red mage, Chocobo knight

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Battle Rapier	100	50	20	-	-	-	-	2	-	-	-	None
Stinger	220	110	22	-	-	-	-	2	-	-	Swarmstrike(Fencer), Thunder(Red mage)	Sanative Needle, Lamia Scale, Fresh Water
Estoc	280	140	24	-	-	-	-	2	-	-	Featherblow(Fencer), BoulderCrush(Elementalist)	Earth Stone, Sanative Needle, Birch
Fleuret	360	180	26	-	-	-	-	2	-	-	Earth Heal(Elementalist), Cure(Red mage)	Sanative Needle, Molting, Fresh Water
Scarlette	420	210	28	2	-	-	-	2	Fire	-	Fire Whip(Elementalist), Fire(Red mage)	Soul Ceffyl, Sanative Needle, Bomb Shell
Flamberge	620	310	32	-	5	-	-	2	-	-	Piercing Blow(Fencer), White Flame(Elementalist), Blizzard(Red mage)	Ice Stone, Sanative Needle, Moonwood
Silver Rapier	980	490	34	-	-	-	-	2	-	-	Shadowstick(Fencer), Sliprain(Elementalist), Silence(Red mage)	Holy Stone, Trusty Frying Pan, Mirror Scale
Djinn Flyssa	1060	530	34	2	-	-	4	2	Air	Immune: Wind	Swallowtail(Fencer), Shining Air(Elementalist), Protect(Red mage)	Wind Stone, Cursed Coin, Ahirman Wing
Joyeuse	1100	550	35	-	-	5	-	2	-	-	Nighthawk(Fencer), Evil Gaze(Elementalist)	Trusty Frying Pan, Zingu Pearl, Aqua Galac
Mage Masher	1200	600	36	5	-	10	-	2	-	-	Manastrike(Fencer), Thunderous Roar(Elementalist), Shell(Red mage)	Sanative Needle, Sturdy Bone, Aqua Galac
Colichemarde	1280	640	38	-	-	-	-	2	-	Immune: Berserk	Magick (Red mage)	Mind Ceffyl, Damascus, Tanned Tyrant Hide
Gupli Aga	1600	800	40	-	-	-	-	2	-	-	Checkmate(Fencer)	Body Ceffyl, Einherjarium, Kempas
Madu	5400	2700	40	-	-	-	-	2	-	-	Doublecast(Red mage)	Snowcat Crystal, Moon Ring, Mahbeny
Épée-prisme	4200	2100	42	-	-	-	-	2	-	Half Damage: Dark	-	Storm Sigil, Zinconite, Faerie Wing
Diabolique	9800	4900	52	-	-	5	-	2	Dark	Null Damage: Dark	-	Darklord Crystal, Gold Chalice, Vampyr Fang
Femme Fatale	12000	6000	54	-	-	-	-	2	-	Immune: Doom	-	Firebird Crystal, Bundle of Needles, Kuraisle Boxwood
Windsong Rapier	11200	5600	56	10	-	-	-	2	Air	-	-	Windgod Crystal, Mysidia Alloy, Wyvern Wing
Last Letter	13800	6900	66	-	-	-	5	2	-	-	-	Snowcat Crystal, Wyvern Fang, Wyvern Wing

GREATSWORDS

RANGE: 1 panel

MONKEY GRIP: Yes

DUAL WIELD: No

DOUBLEHAND: No

JOBs: Soldier, Paladin,
Chocobo knight, Lanista,
Ravager, Heritor

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Barong	1250	625	37	-	-	-	-	-	-	-	Rend Power(Soldier), Parley(Paladin)	None
Xankbras	1250	625	37	-	-	-	-	-	-	Immune: Poison	En Garde(Ravager), Souleater(Lanista)	Xargis Tin, Insect Husk, Birch
Dagrioim	1450	725	38	-	-	-	-	-	-	-	Sneak Attack(Ravager), Haunting Vision(Lanista), Monkey Grip(Soldier)	Gikhet Lead, Iron Carapace, Mape Wood
Ancient Sword	1450	725	38	-	-	-	-	-	-	Immune: Stone	Rend MP(Soldier), Battle Cry(Ravager), Sword of Darkness(Lanista)	Sanative Needle, Pointed Horn, Spruce
Diamond Sword	1450	725	38	-	-	-	-	-	-	Immune: Slow	Mug Gil(Soldier), Sweeping Spin(Ravager), Block! (Lanista)	Zincium, Pointed Horn, Bitter Sap
Oblige	5400	2700	46	-	-	-	-	-	-	Immune: Charm	War Cry(Paladin), Monkey Grip(Lanista)	Dipraeu Bronze, Cottonflue, Superior Silk Thread
Hardedge	5400	2700	46	-	-	-	-	-	-	Immune: Doom	Tenacity(Ravager), Charge! (Lanista)	Zodiac Ore, Great Serpent's Fang, Donbukwood
Ogrenix	5600	2800	47	-	-	-	-	-	-	-	Sanctify(Paladin), Full Assault(Ravager), Sword of Light(Lanista)	Zodiac Ore, Zingu Pearl, Pagoda Wood
Zweihander	5600	2800	47	-	-	-	-	-	-	-	Blast Wave(Ravager)	Zodiac Ore, Skull, Quality Lumber
Luabreaker	5800	2900	48	-	-	-	-	-	-	Immune: Sleep	Strike! (Lanista)	Gemsteel, Mirror Scale, Red Geeps
Master Sword	14800	7400	76	-	-	-	-	-	-	Immune: KO	-	Scarletite, Beastlord Horn, Godwood
Vigilante	13200	6600	60	-	-	-	-	-	-	Immune: Confuse	Overpower(Ravager), Razzle-dazzle(Lanista)	Orichalcum, Emperor Scale, Kuroisile Boxwood
Tournesol	18000	9000	78	-	-	-	-	-	-	-	Dragonheart(Lanista)	High Arcana, Scarletite, Emperor Scale

BROADSWORDS

RANGE: 1 panel

MONKEY GRIP: Yes

DUAL WIELD: No

DOUBLEHAND: No

JOBs: Warrior, Defender, Chocobo knight, Raptor, Heritor

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Samson Sword	1000	500	34	-	5	-	-	-	Earth	-	Rend Power(Warrior), Power Crush(Raptor)	Cruze Brass, Chocobo Skin, Epenthis
Falchion	1000	500	34	-	5	-	-	-	-	-	Rend MP(Warrior), Mind Crush(Raptor)	Wind Stone, Zincium, Rat Pelt
Predator	1000	500	34	5	5	-	-	-	-	-	Speed Crush(Raptor), Monkey Grip(Warrior)	Earth Stone, Gikhet Lead, Wolf Pelt
Stribog	1700	850	39	-	5	-	-	-	-	-	Body Slam(Warrior), Mow Down(Defender), Money Grip(Raptor)	Wind Stone, Zodiac Ore, Tanned Hide
Elcid	2400	1200	40	-	7	-	-	-	-	-	Whirl Burst(Defender), Cyclone(Raptor)	Water Stone, Zodiac Ore, Coeur Pelt
Beastword	3800	1900	45	-	5	-	-	-	-	-	Shield Bash(Raptor)	Earth Sigil, Zodiac Ore, Giant's Tanned Hide
Cloymore	3800	1900	45	-	5	-	2	-	-	-	Rend Weapon(Defender), Whirlwind(Raptor)	Tarkov Crystal, Adamantite, Tanned Tyrant Hide
Vajra	3800	1900	45	-	5	5	-	-	Lightning	Immune: Lightning	Meltdown(Defender), Bulwark(Raptor)	Storm Sigil, Zodiac Ore, Hedychium
Rhomphaia	14000	7000	65	-	5	-	-	-	-	-	Soul Crush(Raptor)	High Arcana, Adamantite, Tanned Beast Hide
Estrella	18000	9000	72	-	5	5	-	-	-	-	-	Waterwyrd Crystal, Scarletite, Prime Pelt

KATANA

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

JOBs: Parivir, Ninja,
Assassin, Chocobo knight,
Heritor

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Kunai	500	250	31	-	-	-	-	-	-	-	Throw(Ninja)	Earth Stone, Xargis Tin, Prima Petal
Murasame	500	250	31	-	-	-	-	-	Water	-	Wind Slash(Parivir), Water Veil(Ninja), Aphonia(Assassin)	Water Stone, Xargis Tin, Healing Water
Ashura	780	390	33	-	-	-	-	-	Fire	-	Blade Bash(Parivir), Fire Veil(Ninja)	Fire Stone, Xargis Tin, Suspect Mushroom
Osafune	880	440	34	-	2	-	-	-	-	-	Iai Blow(Parivir), Earth Veil(Ninja)	Water Sigil, Zincarite, Leucojum
Adazakura	4800	2400	34	-	5	-	-	-	-	-	Skyfury Blade(Parivir), Wood Veil(Ninja), Rockseal(Assassin)	Earth Sigil, Moon Ring, Kalas
Kiku-ichimonji	4800	2400	46	-	-	5	-	-	-	-	Gold Veil(Ninja), Nightmare(Assassin)	Earth Sigil, Einherjarium, Hedychium Pollen
Amo-no-murakumo	4800	2400	34	-	-	5	-	-	Holy	Absorb: Holy	Hoarfrost Blade(Parivir), Unspell(Ninja)	Lightwing Crystal, Strange Liquid, Sacred Arms
Nasada	4800	2400	34	5	-	-	-	-	-	-	Shimmering Blade(Parivir)	Wind Sigil, Adamantite, Spiral Vine
Kotetsu	4800	2400	34	-	-	-	2	2	-	-	Lifethread Blade(Parivir), Last Breath(Assassin)	Body Ceffyl, Moon Ring, Goldcap
Rageitsu-denbu	12000	6000	40	-	-	-	5	4	-	-	Dual Wield(Ninja)	Low Arcana, Gun Gear, Screamoat
Masamune	13500	6750	58	-	-	-	-	-	-	-	Oblivion(Ninja), Oblivion(Assassin)	Moon Ring, Clear Sap, Spider Silk
Zanmato	5800	2900	52	8	-	-	-	-	Holy	Immune: Dark	Ultima Masher(Assassin)	Lightwing Crystal, Bundle of Needles, Aqua Galac
Sumihomura	6200	3100	48	-	-	-	-	6	-	-	Unburden Soul(Parivir)	Fire Sigil, Crusite Alloy, Goldcap
Hyakushiki-masamune	21000	-	78	15	-	-	-	-	-	-	Elpe(Heritor)	None

SPEARS

RANGE: 2 panels

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: Yes

JOBs: Dragoon, Templar, Chocobo knight

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Short Spear	300	150	29	-	-	-	-	-	-	-	-	None
Javelin	500	250	31	-	-	-	-	-	-	Jump + 2	Jump(Dragoon), Piercing Cry(Templar)	Xargis Tin, Animal Bone, Wool
Lava Spear	1180	590	35	-	-	-	-	-	Fire	-	Fire Breath(Dragoon)	Fire Stone, Cruze Brass, Animal Bone
Goe Bolg	1180	590	35	-	-	-	-	-	Thunder	-	Thunder Breath(Dragoon)	Storm Stone, Cruze Brass, Telaq Flower
Ice Lance	1180	590	35	-	-	-	-	-	Ice	-	Ice Breath(Dragoon)	Ice Stone, Sanative Needle, Fury Fragments
Parifison	2300	1150	42	-	-	-	-	-	-	Jump + 2	Discipline(Templar)	Dipraeu Bronze, Wyrm Carapace, Velvet
Kain's Lance	5700	2850	47	-	-	-	-	-	-	Jump + 2	Lifebreak(Templar)	Crusite Alloy, Vampyr Fang, Black Thread
Trident	7800	3900	50	2	-	-	-	-	-	Jump + 2	Attack Up(Templar)	Moon Ring, Cod Scale, Wyvern Wing
Dragon Whisker	12000	6000	55	-	-	-	-	-	-	Jump + 2	Bangaa Cry(Dragoon)	Einherjarium, Wyvern Fang, Wyvern Wing

AXES

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: Yes

JOBs: Chocobo knight, Viking

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Broadsaxe	420	210	31	-	-	-	-	-	-	-	Thunder(Viking)	Gikhet Lead, Rat Pelt, Mirror Scale
Slasher	1580	790	38	-	-	-	-	-	-	-	Thundara(Viking)	Adamant Alloy, Tiger Hide, Battlemym Carapace
Hammerhead	1580	790	38	-	-	-	-	-	-	-	Tsunami(Viking)	Adamant Alloy, Coeur Pelt, Great Serpent's Fang
Francisca	2400	1200	42	-	-	-	-	-	-	-	War Cry(Viking)	Leestone, Rabbit Pelt, Spiral Incisor
Greataxe	4800	2400	46	-	-	-	-	-	-	-	Doublehand(Viking)	Gemsteel, Cockatrice Skin, Gimble Stalk
Golden Axe	7400	3700	49	-	-	-	-	-	-	-	Thundaga(Viking)	Gemsteel, Prime Tanned Hide, Goldcap

RODS

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

JOBS: Black mage, Illusionist, Time mage, Arcanist, Chocobo knight, Heritor, Dancer

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Rod	60	30	18	2	-	-	-	-	-	-	Fire, Blizzard, Thunder(Black mage)	None
Firewheel Rod	640	320	21	2	-	-	-	-	Fire	-	Fire(Black mage), Prominence(Illusionist), Haste(Time mage)	Fire Stone, Zinconium, Iron Carapace
Thunder Rod	640	320	21	2	-	-	-	-	Thunder	-	Thundaga(Black mage), Tempest(Illusionist), Reflect(Time mage)	Storm Stone, Zinconium, Sturdy Vine
Sleet Rod	640	320	21	2	-	-	-	-	Ice	-	Blizzaga(Black mage), Freezeblink(Illusionist), Drain(Arcanist)	Ice Stone, Zinconium, Dirty Wool
Terre Rod	780	390	23	2	-	-	-	-	Earth	Immune: Earth	Rockfall(Illusionist), Slow(Time mage), Syphon(Arcanist)	Earth Stone, Agathis, Spider Silk
Force Rod	850	425	25	5	-	-	-	-	-	-	Gravity(Arcanist), Heathen Frolic(Dancer)	Body Ceffyl, Leestone, Mariom Heather
Flame Rod	1280	640	27	2	-	-	-	-	Fire	Immune: Fire	Fireaga(Black mage), Hastega(Time mage), Lv.3 Dark(Arcanist)	Fire Sigil, Leestone, Wurm Carapace
Thor Rod	1280	640	27	2	-	-	-	-	Thunder	Immune: Lightning	Thundaga(Black mage), Wild Tornado(Illusionist), Quicken(Time mage)	Storm Sigil, Leestone, Kalos
Chill Rod	1280	640	27	2	-	-	-	-	Ice	Immune: Ice	Blizzaga(Black mage), Deluge(Illusionist), Stop(Time mage)	Ice Sigil, Leestone, Fine Wool
Stardust Rod	3800	1900	29	5	-	-	-	-	-	-	Stardust(Illusionist), Extend(Time mage), Gravigo(Arcanist)	Tarkov Crystal, Adamantite, Star Fragments
Lilith Rod	12000	6000	40	5	-	-	2	4	-	-	Lv.5 Haste(Arcanist)	Mind Ceffyl, Mysidia Alloy, Magick Fruit
Bomb Arm	14800	7400	42	5	-	10	-	-	-	-	Lv.7 Shadowflame(Arcanist)	Fire Sigil, Moon Ring, Magick Fruit
Heretic Rod	16000	8000	42	20	-	-	-	-	Dark	Immune: Water	Death(Arcanist), Forbidden Dance(Dancer)	Darklord Crystal, Mythril, Vampyr Fang
Crown Scepter	5800	2900	35	2	5	5	5	-	-	-	Star Cross(Illusionist), Undo(Time mage)	Body Ceffyl, Damascus, Beastlord Horn

STAVES

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

JOBS: White mage, Bishop, Summoner, Chocobo knight, Heritor, Dancer

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
White Staff	100	50	19	-	-	5	-	-	-	On hit: Remove Doom	Cure(White mage)	None
Staff of Protection	480	240	21	-	5	5	-	-	-	-	Ifrit(Summoner)	Water Stone, Cruzle Brass, Coral Fragments
Judicer's Staff	500	250	23	3	-	5	-	-	Thunder	-	Aero(Bishop), Ramuh(Summoner)	Storm Stone, Recall Grass, Walwood
Healing Staff	850	425	25	-	-	5	-	-	-	On hit: Restore HP	Cura(White mage, Bishop), Kirin(Summoner)	Holy Stone, Walwood, Healing Water
Cleansing Staff	850	425	25	-	-	5	-	-	-	-	Esuna(White mage), Unicorn(Summoner)	Holy Stone, Walwood, Crusader Tonic
Staff of Blessings	1280	640	27	-	-	5	-	-	-	-	Raise(White mage), Dispel(Bishop)	Soul Ceffyl, Platinum, Divariwood
Serpent Staff	1280	640	27	-	-	5	-	-	-	Immune: Stone	Break(Bishop), Shiva(Summoner)	Mind Ceffyl, Divariwood, Strange Liquid
Spring Staff	3800	1900	29	-	-	5	-	-	Water	Immune: Water	Curaga(White mage), Water(Bishop)	Water Sigil, Moon Ring, Healing Water
Pomegranate Staff	4400	2200	31	-	5	5	-	-	-	-	Barrier(Bishop), Carbuncle(Summoner)	Fire Sigil, Pagoda Wood, Fiend's Blood
Cheer Staff	8600	4300	32	-	-	5	5	-	-	-	Reraise(White mage), Pilfer(Bishop), Maduin(Summoner)	Four-leaf Clover, Gurnat, Hero Tonic
Staff of the Magi	12000	6000	40	-	-	5	-	-	-	-	Refresh(White mage), Jitterbug(Dancer)	High Arcana, Gold Chalice, Godwood
Nirvana	8800	4400	34	-	-	10	-	-	Holy	-	Arise(White mage), Holy(Bishop), Phoenix(Summoner)	Lightwing Crystal, Mahberry, Crusader Tonic

POLES

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: Yes

JOBS: Master monk, Chocobo knight, Geomancer, Heritor, Dancer

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Tonfa	680	340	32	-	2	-	-	2	-	-	Inner Focus(Master monk)	Cruzle Brass, Agathis, Ahirman Wing
Cypress Pole	720	360	32	-	2	2	-	2	Earth	-	Rend Armor(Master monk)	Soul Ceffyl, Leestone, Spruce
Battle Bamboo	1000	500	34	-	5	-	-	2	-	-	Dark Fist(Master monk)	Tarkov Crystal, Cursed Coin, Quality Pelt
Sanjiegun	1200	600	36	-	2	-	-	2	-	-	Holy Strike(Master monk)	Storm Stone, Leestone, Pagoda Wood
Zephyr Pole	1580	790	38	-	2	5	-	2	Air	-	Venom Squall(Geomancer)	Wind Sigil, Zincone, Maple Wood
Iron Pole	2350	1175	40	-	2	-	-	2	-	-	Life's Embrace(Geomancer)	Earth Sigil, Leestone, Walwood
Esstom Baton	2500	1250	42	-	2	-	2	2	-	-	Lifebane(Master monk), Polka(Dancer)	Mind Ceffyl, Leestone, Divariwood
Gokuu Pole	4000	2000	44	-	2	-	2	2	-	-	Artifice's Embrace(Geomancer), Withering Strike(Master monk)	Body Ceffyl, Leestone, Quality Lumber
Fanatic	4000	2000	44	5	2	-	-	2	-	-	Mist Storm(Geomancer), Cross-counter(Master monk)	Damascus, Wyrmtwig, Windslicer Pinion
Ivory Pole	4000	2000	44	-	5	-	-	2	-	-	Earth's Embrace(Geomancer)	Ice Sigil, Mythril, Agathis
Eight-fluted Pole	6200	3100	49	-	2	-	2	2	-	-	Avalanche(Geomancer), Pummel(Master monk)	Storm Sigil, Gold Chalice, Red Geeps
Whale Whisker	-	-	58	-	5	-	5	2	-	-	Wermut(Heritor)	None

KNUCKLES

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

JOBS: White monk, Tinker, Chocobo knight, Berserker

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Leather Knuckles	100	50	24	-	-	-	2	-	-	-	Attack * (Berserker)	None
Metal Knuckles	300	150	29	-	-	-	2	-	-	-	Roundhouse(White monk), Silver Disc(Tinker), Inner Calm(Berserker)	Earth Stone, Zincone, Wolf Pelt
Rising Sun	400	200	31	-	-	-	2	-	Fire	-	Exorcise(White monk), Red Spring(Tinker)	Fire Stone, Adamant Alloy, Bomb Shell
Poison Knuckles	600	300	33	-	-	-	2	-	-	-	Green Gear(Tinker), Scream(Berserker)	Dark Stone, Xargis Tin, Bat Tail
Dream Claws	900	450	35	-	-	-	2	-	-	-	Chroma Gem(Tinker)	Zincone, Giant's Tanned Hide, Cloudy Sap
Kaiser Knuckles	1100	550	37	-	-	-	2	-	-	-	Air Render(White monk), Furor(Berserker)	Storm Stone, Adamant Alloy, Giant's Tanned Hide
Cat Claws	1100	550	37	-	-	-	2	2	-	-	Chakra(White monk), Gold Battery(Tinker), Smite of Rage(Berserker)	Mythril, Quality Hide, Sweet Sap
Survivor	1300	650	38	-	5	-	4	-	-	-	Revive(White monk), Gold Mooglet(Tinker), Hane Senses(Berserker)	Bundle of Needles, Prime Pelt, Tomato Stalk
White Fangs	1500	750	39	-	-	-	2	-	Ice	-	Holy Sign(White monk), Blue Screw(Tinker)	Ice Stone, Mythril, Blood Darkened Bone
Godhand	1500	750	39	3	-	-	4	1	Holy	-	Aurablast(White monk), Helm Smash(Berserker)	Holy Stone, Adamantite, Unguified Ether
Tiger Fangs	2000	1000	41	-	-	-	4	-	Lightning	-	Earth Render(White monk), Smash(Berserker)	Adamantite, Tanned Beast Hide, Kalos
Death Claws	2200	1100	43	-	-	-	2	-	Dark	-	Black Ingot(Tinker), Ground Shaker(Berserker)	Darklord Crystal, Adamantite, Vampyr Fang
Magick Hands	8500	4250	52	5	-	5	5	-	-	-	-	Stormsoul Crystal, Bundle of Needles, Cockatrice Skin
Gleisburst	12000	6000	59	10	-	-	5	-	-	-	-	Waterwyrd, Gold Chalice, Tanned Beast Hide

INSTRUMENTS

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: no

JOBS: Beastmaster, Animist, Chocobo knight, Bard

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Lamia Harp	200	100	21	-	-	-	-	-	-	-	Dreamhare, Deadly nightshade (Beastmaster)	None
Demon Bell	220	110	22	-	-	-	-	-	-	-	Baknamy, Flan(Beastmaster)	Gikhet Lead, Skull, Danbukwood
Glass Bell	320	160	25	-	-	1	-	-	-	Immune: Sleep	Lamia(Beastmaster), 100% Wool(Animist)	Cruzle Brass, Skull, Moonwood
War Trumpet	320	160	25	-	-	-	2	-	-	-	Wolf(Beastmaster), Catnip(Animist)	Trusty Frying Pan, Aged Turtle Shell, Mape Wood
Conch Shell	360	180	26	-	2	-	-	-	-	-	Shelling(Beastmaster)	Zincatite, Cottonflue, Soft Cotton
Hurdy-gurdy	-	-	45	3	3	3	-	-	-	-	Drake(Beastmaster), 100% Wool(Animist), Angelsong(Bard)	None
Black Quena	650	325	32	-	-	2	-	-	Dark	-	Zombie(Beastmaster), Ghost(Beastmaster), Deathscythe(Beastmaster)	Dark Stone, Zincatite, Skull
Satyr Flute	680	340	32	-	-	-	2	-	-	Immune: Charm	Headless(Beastmaster), Chocoba Rush(Animist)	Damascus, Rose Branch, Bat Wing
Faerie Harp	780	390	33	2	-	-	-	-	-	-	Sprite(Beastmaster), Antlion(Beastmaster)	Alraune Drill, Mahbeny, Faerie Wing
Grass Flute	780	390	33	-	-	2	-	-	-	Immune: Poison	Malboro(Beastmaster), Toadson(Animist), Bomb(Beastmaster)	Water Sigil, Mysidia Alloy, Unpurified Ether
Heal Chime	780	390	33	-	-	-	2	-	Holy	Immune: Doom	Cockatrice(Beastmaster), Cuisine(Animist)	Holy Stone, Gold Chalice, Sweet Sap
Frigid Viol	2500	1250	40	-	5	5	-	1	Ice	-	Werewolf(Beastmaster), Tail Wag(Animist), Nameless Song (Bard)	Einherjarium, Star Fragments, Kempas
Shining Lute	2500	-	40	5	-	5	-	1	Holy	-	Behemoth(Beastmaster), Friend(Animist), Magick Ballad (Bard)	Flutegrass, Strawwood
Brilliant Theorbo	2500	-	40	5	5	-	-	1	Fire	Immune: Silence	Ahriman(Beastmaster), Floating Eye(Beastmaster), Soul Etude(Bard)	Spiral Vine, Strawwood

HAMMERS

RANGE: 1 panel

MONKEY GRIP: Yes

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Iron Hammer	220	110	28	-	-	5	-	-	-	-	Pickpocket(Viking), Protect(Green mage)	Xergis Tin, Spruce, Fresh Water
War Hammer	1100	550	34	-	-	5	-	-	-	-	Strong-arm(Viking), Shell(Green mage)	Cruzle Brass, Cottonflue, Cloudy Sap
Sledgehammer	8500	4250	52	-	-	10	-	-	-	-	Pillage(Viking), Oil(Green mage)	Cursed Coin, Gurnat, Yellow Liquid
Mjolnir	12000	6000	55	10	-	15	-	-	Lightning	-	-	Scarlettite, Quince, Unpurified Ether

DUAL WIELD: No

DOUBLEHAND: No

JOBS: Green mage, Chocobo knight, Viking

MACES

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

JOBS: Alchemist, Sage, Green mage, Chocobo knight

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Battle Mace	180	90	24	-	-	-	-	-	-	-	Water(Sage), Sleep(Green mage)	None
Energy Mace	300	150	29	2	-	5	-	-	-	-	Rasp(Alchemist), Aero(Sage), Silence (Green mage)	Dark Stone, Zirconium, Succulent Fruit
Druid Mace	200	100	26	3	-	5	-	-	-	-	Poison(Alchemist), Blind(Sage), Blind (Green mage)	Fire Stone, Zirconium, Whisperweed
Sage Crosier	260	130	28	8	-	8	-	-	-	-	Astra(Alchemist), Trana(Green mage)	Holy Stone, Leestone, Rose Branch
Life Crosier	1100	550	34	2	-	10	-	-	-	-	Esunaga(Sage), Magick + (Alchemist)	Waterwyrd Crystal, Rosabranche, Unpurified Ether
Morning Star	3680	1840	38	2	-	5	-	-	-	-	Scathe(Sage)	Windgod Crystal, Mysidia Alloy, Kalos
Mandradora	5800	2900	40	2	-	5	-	-	Earth	-	Toad(Alchemist), Bio(Sage), Green mage(Leap)	Mysidia Alloy, Screamoort, Clear Sap
Lotus Mace	6800	3400	44	2	-	5	-	-	Fire	-	Flare(Alchemist), Gigaflore(Sage)	Fire Sigil, Mysidia Alloy, Ancient Turtle Shell
Scorpion Tail	7200	3600	48	2	-	5	-	-	-	-	Protometeor(Alchemist)	Wind Sigil, Crusite Alloy, Aurea Pollen
Zeus Mace	10500	5250	50	5	-	5	-	-	Holy	-	Transmute(Alchemist), Ultima Blow(Sage)	Lightwing Crystal, Godwood, Hero Tonic

BOOKS

RANGE: 1 panel

MONKEY GRIP: No

DUAL WIELD: Yes

DOUBLEHAND: Yes

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Battle Folio	180	90	24	5	-	5	-	-	-	-	Study(Scholar), Cura(Seer)	Silk Bloom, Cottonflue, Foul Liquid
Mage Manual	350	175	28	8	-	8	-	-	-	-	Earth Dragon Tome(Scholar), Fira(Seer)	Succulent Fruit, Walthood, Foul Liquid
Urutan Annals	480	240	29	8	-	8	-	-	-	-	Rime Bolt Tome(Scholar), Esuna(Seer)	Ladies' Tresses, Quality Lumber, Foul Liquid
The Arnoth Glyphs	600	300	31	8	-	8	-	-	-	-	Thunder Flare Tome(Scholar), Blizzara(Seer)	Marriom Heather, Quality Lumber, Malboro Wine
Enavia Chronicles	680	340	32	8	-	8	-	-	-	-	Natural Selection(Scholar), Thundara(Seer)	Tiny Mushrooms, Kempas, Strange Liquid
Veil of Wiyu	1200	600	35	10	-	10	-	-	-	-	Shadow Shade Tome(Scholar), Raise(Seer)	Hedychium Pollen, Kempas, Yellow Liquid
Tome of Ending	3280	1640	42	10	-	10	-	-	-	-	Force(Scholar), Recharge(Seer)	Kalos, Quince, Strange Liquid
Edaroya Scriptures	5200	2600	44	10	-	10	-	-	Holy	-	Mad Scientist(Scholar), Magick Frenzy(Seer)	Screamoort, Stradivari, Putrid Liquid

JOBS: Seer, Scholar, Chocobo knight

BOWS

RANGE: Based on weapon

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

JOBS: Archer, Ranger

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVASD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Shortbow	100	50	17	-	-	-	-	-	-	Range 5	-	None
Longbow	120	60	19	-	-	-	-	-	-	Range 5	Focus(Archer)	Molting, Sturdy Vine, Mape Wood
Char Bow	220	110	21	-	-	-	-	-	-	Range 5	Blackout(Archer)	Animal Bone, Sturdy Vine, Red Geaps
Thorn Bow	500	250	23	-	-	-	-	-	-	Range 6	Burial(Archer)	Sturdy Bone, Spiral Vine, Kempas
Nail Bow	850	425	25	-	-	-	-	-	-	Range 5	Arm Shot(Archer), Mirror Items(Ranger)	Spiral Incisor, Malboro Vine, Gurnat
Silver Bow	3800	1900	29	-	-	-	-	-	-	Range 5	Burial(Archer)	Wind Stone, Zincatite, Wynn Carapace
Artemis Bow	3800	1900	29	-	-	-	-	-	-	Range 7	Cupid(Archer)	Mind Ceffyl, Gemsteel, Moonbloom
Yoichi Bow	5200	2600	33	-	-	-	-	-	-	Range 5	Take Aim(Archer)	Aged Turtle Shell, Spiral Vine, Quince
Target Bow	5800	2900	35	-	-	-	-	-	-	Range 5	Awareness(Ranger), Concentration(Archer)	Great Serpent's Fang, Suspect Mushroom, Kuraisle Boxwood
Perseus Bow	14000	7000	42	-	-	-	5	-	-	Range 6	Lightning Strike(Archer)	Gemsteel, Quince, Spider Silk
Crescent Bow	16000	8000	45	-	-	-	4	-	-	Range 5	-	Beastlord Horn, Aurea Pollen, Mahbeny
Malbow	22500	11250	55	-	-	-	-	-	-	Range 5, Immune: Poison, Blind, Silence	-	Malboro Vine, Godwood, Malboro Wine

GREATBOWS

RANGE: Based on weapon

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

JOBS: Hunter, Assassin, Sniper

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Composite Bow	220	110	21	-	-	-	-	-	-	Range 5	-	None
Windslash Bow	500	250	23	-	-	-	2	-	Air	Range 5	Oust(Hunter), Vanish(Sniper)	Wind Stone, Cruzle Brass, Small Feather
Huntsman's Bow	850	425	25	-	-	-	-	-	Earth	Range 5	Aque(Assassin)	Earth Stone, Spruce, Aged Linen Thread
Cranequin	3800	1900	29	-	-	-	-	-	-	Range 5	Sonic Boom(Hunter), Beso Toxico(Sniper)	Wind Stone, Danbukwood, Ahriwan Wing
Twin Bow	4400	2200	31	-	-	-	-	-	-	Range 5	Advice(Hunter), Doubleshot(Sniper)	Damascus, Sturdy Bone, Danbukwood
Hunting Bow	4800	2400	32	-	-	-	-	-	-	Range 5	Hunting(Hunter), Waller Shot(Sniper)	Water Sigil, Agathis, Silk Thread
Elfin Bow	5200	2600	33	-	-	-	2	-	Air	Range 5	Vitals Shot(Hunter), Shadowbind(Assassin), Armor Shot(Sniper)	Wind Sigil, Kuraile Boxwood, Faerie Wing
Hades Bow	5600	2800	35	-	-	-	-	-	Dark	Range 5	Sidewinder(Hunter), Death Sickle(Sniper)	Dark Stone, Clock Gear, Blood Darkened Bone
Nike Bow	7500	3750	37	-	2	-	-	-	Lightning	Range 5	Attack (Hunter)	Storm Stone, Spiral Vine, Divariwood
Master Bow	10500	5250	39	-	-	-	4	-	-	Range 5	Counter Force(Hunter), Weapon Shot(Sniper)	Zodiac Ore, Gimble Stalk, Kuraile Boxwood
Marduk	10000	5000	39	-	5	2	-	-	-	Range 5	-	Wind Sigil, Pagoda Wood, Bat Wing
Arbalest	13500	6750	41	-	5	5	-	-	Earth	Range 5	-	Earth Sigil, Gurnat, Wyvern Wing
Gastrophetes	18900	9450	48	-	5	10	-	-	-	Range 5	-	Zincatite, Alraune Drill, Quality Lumber
Max's Oathbow	21100	10550	52	2	-	-	-	-	Dark	Range 5	Marksman's Spite(Sniper)	Mysidia Alloy, Blood Darkened Bone, Wyrmtwig
Seventh Heaven	22500	11250	55	-	-	-	5	-	Holy	Range 5	Ultima Shot(Hunter)	Lightwing Crystal, Kuraile Boxwood, Windslicer Pinion

GUNS

RANGE: 8 panels
(7 for Silver Cannon)

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITIES	ITEMS NEEDED TO MAKE
Gaug Mk 29	220	110	21	-	-	-	-	-	-	-	-	None
Aiot Gun	500	250	23	-	-	-	-	-	-	-	-	Wind Stone, Sanative Needle, Cloudy Sap
Silver Cannon	850	425	25	-	-	-	-	-	-	-	Blindshot(Fusilier), Succor(Agent)	Dark Stone, Clock Gear, Zingu Pearl Shell
Riot Gun	1050	525	26	-	-	-	-	-	-	-	Boltshot(Fusilier)	Storm Stone, Clock Gear, Green Liquid
Chaos Rifle	3800	1900	29	-	-	-	-	-	-	-	Confusshot(Fusilier), Flourish(Agent)	Earth Stone, Gun Gear, Silver Liquid
Lost Gun	2400	1200	28	-	-	-	-	-	-	-	-	Wind Stone, Gun Gear, Yellow Liquid
Giot Gun	4400	2200	31	-	-	-	-	-	-	-	Iceshot(Fusilier)	Ice Sigil, Gun Gear, Foul Liquid
Longbarrel	5200	2600	33	-	-	-	-	-	-	-	-	Fire Sigil, Moon Ring, Strange Liquid
Outsider	5400	2700	34	-	-	-	-	-	-	-	-	Ice Sigil, Moon Ring, Clear Sap
Peacemaker	5600	2800	35	-	-	-	-	-	-	-	-	Earth Sigil, Moon Ring, Silver Liquid

JOBS: Fusilier, Agent

HAND-CANNONS

RANGE: 7 panels

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

JOBS: Cannoneer, Flintlock

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Hand Cannon	220	110	22	-	-	-	-	-	-	-	Potion Shell(Cannoneer), Prime(Flintlock)	None
Omnis Cannon	500	250	24	-	-	-	-	-	-	-	Buckshot(Cannoneer), Cure Cannon(Flintlock)	Clock Gear, Iron Carapace, Cloudy Sap
Diklum	500	250	24	-	-	-	-	-	-	-	-	Clock Gear, Dragon Bone, Bitter Sap
Supernal Ray	800	400	25	-	-	-	-	-	-	-	-	Clock Gear, Sturdy Bone, Foul Liquid
Ligatur	800	400	25	-	-	-	-	-	-	-	Scope(Cannoneer), Shell Cannon(Flintlock)	Clock Gear, Battleyrm Carapace, Yellow Liquid
Brevis	3500	1750	29	-	-	-	-	-	-	-	Ether Shell(Cannoneer), Ether Cannon(Flintlock)	Clock Gear, Aged Turtle Shell, Fiend's Blood
Massive Bazooka	3500	1750	29	-	-	-	-	-	-	-	Mortar(Cannoneer), Ether Boost(Flintlock)	Clock Gear, Coral Fragments, Sweet Sap
Guang Cannon	4500	2250	32	-	-	-	-	-	-	-	Teleport Cannon(Flintlock)	Clock Gear, Great Serpent's Fang, Fiend's Blood
Dromaeo	4500	2250	32	-	-	-	-	-	-	-	Target(Cannoneer), Blowback(Flintlock)	Clock Gear, Skull, Putrid Liquid
Rocket Punch	20000	10000	55	-	-	-	-	-	-	-	-	Bundle of Needles, Ancient Turtle Shell, Strange Liquid

CARDS

RANGE: 8 panels

MONKEY GRIP: No

DUAL WIELD: No

DOUBLEHAND: No

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Four of Spades	3800	1900	29	-	-	-	2	2	-	-	Hypochondria(Trickster)	Rat Tail, Recall Grass, Yellow Liquid
Eight of Hearts	4000	2000	30	-	-	-	2	2	-	-	Snigger(Trickster)	Giant's Tanned Hide, Onion, Silver Liquid
Queen of Clubs	4200	2100	31	-	-	-	2	2	-	-	Agitate(Trickster)	Prime Pelt, Hedychium, Silver Liquid
Jack of Diamonds	4400	2200	31	-	-	-	2	2	-	-	Shadow of Doubt(Trickster)	Cockatrice Skin, Magick Fruit, Yellow Liquid
King of Hearts	4800	2400	32	-	-	-	2	2	-	-	Traumatize(Trickster)	Prime Tanned Hide, Malboro Flower, Clear Sap
Ace of Spades	4800	2400	32	-	-	-	2	2	-	-	Mug(Trickster)	Pink Tail, Onion, Unpurified Ether
Two of Clubs	4800	2400	32	-	-	-	2	2	-	-	Charisma(Trickster)	Cockatrice Skin, Screamoort, Strange Liquid
Six of Diamonds	5200	2600	33	-	-	-	2	2	-	-	Suggestion (Trickster)	Tanned Beast Hide, Malboro Flower, Putrid Liquid
Joker	14000	7000	52	-	-	-	4	5	-	-	-	Cockatrice Skin, Aurea Pollen, Fiend's Blood

JOBS: Trickster

ARMOR DATA

HELMS

JOBS: Soldier, Paladin, Warrior, Dragoon, Defender, Templar, Moogle knight, Lanista, Viking, Raptor, Ravager

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Bronze Helm	200	100	4	2	-	-	-	-	-	-	-	None
Iron Helm	300	150	5	3	-	-	-	-	-	-	-	Trusty Frying Pan, Turtle Shell
Barbut	450	225	7	3	-	-	-	-	-	-	-	Adamant Alloy, Crooked Fang, Green Liquid
Close Helmet	800	400	9	4	-	-	-	-	-	-	-	Adamant Alloy, Bone Chips, Malboro Wine
Platinum Helm	1200	600	10	4	-	-	-	-	-	-	-	Platinum, Peppergrass, Green Liquid
Diamond Helm	1350	675	11	4	-	-	-	-	-	-	-	Adamant Alloy, Zingu Pearl, Bitter Sap
Hanya Mask	4200	2100	15	8	-	-	-	-	-	-	-	Crusite Alloy, Blood Darkened Bone, Strange Liquid
Giant's Helmet	4600	2300	17	8	-	-	-	-	-	-	-	Crusite Alloy, Beastlord Horn, Foul Liquid
Genji Helm	5400	2700	19	9	2	-	-	-	-	-	-	Tanned Beast Hide, Coral Fragments, Godwood

HAIR ACCESSORIES

JOBS: All female units

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Cachusha	7800	3900	2	5	-	-	-	-	-	Immune: Poison, Blind, Silence	Critical: Evasion ★ (Spellblade, Geomancer)	Coral Fragments, Four-leaf Clover, Pagoda Wood
Barette	12400	6200	2	5	-	-	-	-	-	Immune: Poison, Blind, Silence, Immobilize, Disable, Confuse, Charm	-	Alraune Drill, Kalas, Gurnat
Ribbon	-	-	2	5	-	-	-	-	-	Immune: All debuffs	-	None

HATS

JOBS: Paladin, White monk, Dragoon, Defender

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Plumed Hat	100	50	2	5	-	-	-	-	-	-	-	None
Green Beret	240	120	2	2	-	-	2	-	-	-	Archer's Bana(Archer, Animist)	Cursed Coin, Tiger Hide, Malboro Vine
Circlet	240	120	3	6	-	-	-	-	-	-	-	Fire Stone, Rabbit Pelt, Wool
Headband	480	240	8	3	2	-	-	-	-	-	Counter(Berserker, Raptor)	Trusty Frying Pan, Rabbit Tail, Power Fruit
Wizard's Hat	810	405	3	12	-	1	-	-	-	-	Item Lore(Alchemist, Ranger)	Soul Ceffyl, Tanned Hide, Velvet
Gold Hairpin	960	480	4	15	-	2	-	-	-	Immune: Silence	-	Tarkov Crystal, Crusite Alloy, Pearl Moss
Thief's Cap	1280	640	8	6	-	-	5	-	-	Immune: Immobilize	Absorb Damage(Trickster, Viking)	Dark Stone, Tanned Tyrant Hide, Windslicer Pinion
White Hat	4200	2100	4	14	-	-	-	-	-	-	-	Lightwing Crystal, Star Fragments, White Thread
Black Hat	4200	2100	4	16	-	4	-	-	-	-	-	Darklord Crystal, Prime Tanned Hide, Black Thread
Tiara	5400	2700	8	20	-	-	-	-	-	-	Spellbound(Scholar, Green mage)	Storm Sigil, Quality Pelt, Rainbow Thread
Golden Skullcap	5400	2700	8	18	-	6	-	-	-	-	-	Mine Ceffyl, Moon Ring, Goldcap

HEAVY ARMOR

JOBS: Soldier, Paladin, Warrior, Dragoon, Defender, Templar, Moogles knight, Lanista, Viking, Raptor, Ravager

*Note: Sequence and Peytral Effect:
The Atk and Def bonuses granted by these items increases every time anyone in your party gets an Opportunity command (max bonus +99)

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Linen Cuirass	220	110	28	2	-	-	-	-	-	-	-	None
Bronze Armor	600	300	30	3	-	-	-	-	-	-	-	Gikhet Lead, Cactus Fruit
Iron Armor	1200	600	34	3	-	-	-	-	-	-	Safeguard(Viking, Raptor)	Trusty Frying Pan, Zingu Pearl Shell
Platemail	1400	700	38	3	-	-	-	-	-	-	-	Dipraeu Bronze, Green Liquid, Silk Thread
Golden Armor	1500	750	38	6	-	-	-	-	-	-	Critical: Haste(Moogle knight)	Dipraeu Bronze, Tyrant Hide, Tomato Stalk
Diamond Armor	1850	925	40	3	-	-	-	-	-	-	Defense ★ (Paladin, Defender, Ravager)	Dipraeu Bronze, Battlemym Carapace, Sweet Sap
Platinum Armor	3200	1600	42	3	-	-	-	-	-	-	Tank(Defender, Lanista, Ravager)	Platinum, Hedychium, Yellow Liquid
Carabineer Mail	2800	1400	42	8	-	-	-	-	-	-	-	Adamant Alloy, Malboro Wine, Superior Silk Thread
Mirror Mail	2000	1000	40	6	-	-	-	-	-	Equip: Reflect	-	Storm Sigil, Platinum, Windslicer Pinion
Dragon Mail	3800	1900	40	6	-	-	-	-	-	Half Damage: Fire	Bonecrusher(Templar, Ravager)	Adamantite, Silver Liquid, White Thread
Maximillian	5600	2800	44	10	-	-	-	-	-	-	-	Low Arcana, Dipraeu Bronze, Wym Carapace
Genji Armor	13500	4250	58	12	2	-	-	-	-	-	Reflex(Paladin, Raptor)	Prime Tanned Hide, Beastlord Horn, Kuraisle Boxwood
Adamant Armor	12000	6000	54	3	-	-	-	-	-	-	-	Earthworm Crystal, Adamantite, Pink Tail
Materia Armor	8500	6750	50	8	-	5	-	-	-	-	-	Mysidia Alloy, Crusader Tonic, Windslicer Pinion
Peytral	-	-	28	2	-	5	2	2	-	Def value grows*, Jump +1	-	None

LIGHT ARMOR

JOBS: Paladin, Dragoon, Defender, Templar, Moogle knight

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Leather Clothing	190	95	24	4	-	-	-	-	-	-	-	None
Chainmail	220	110	28	4	-	-	-	-	-	-	Counter(Thief, White monk)	Clock Gear, Tanned Hide, Ladies' Tresses
Adamant Vest	600	300	39	3	-	-	-	-	-	-	Safeguard(Thief, Alchemist)	Earth Stone, Adamant Alloy, Rat Tail
Survival Vest	1100	550	31	6	-	-	-	-	-	-	Immunity(Blue mage, Beastmaster)	Gun Gear, Tiger Hide, Power Fruit
Brigandine	1300	650	33	6	-	-	-	-	-	-	Sticky Fingers(Red mage, Juggler)	Gikhet Lead, Prime Tanned Hide, Moonbloom
Jujitsu Gi	1300	650	34	8	-	-	-	-	-	Immune: Doom	-	Damascus, Prime Pelt, Pearl Moss
Power Sash	1500	750	34	10	4	-	-	-	-	-	Return Fire(Assassin, Juggler)	Mysidia Alloy, Giant's Tanned Hide, Onion
Gaia Gear	1500	750	34	12	-	-	-	-	Earth	Absorb: Earth	Regenerate(Hunter, Sniper, Tinker)	Earth Sigil, Rose Branch, Fine Wool
Minerva Bustier	1580	790	33	14	-	-	-	-	-	Women Only, Null Damage: Dark	-	High Arcana, Dipraeu Bronze, Spiral Vine
Ninja Gear	1700	850	33	6	-	-	5	1	-	-	Critical: Haste(Ninja, Beastmaster)	Rabbit Tail, Emperor Scale, Faerie Wing
Black Garb	1700	850	35	3	-	-	2	2	-	Immune: Stop	Defense ★ (Sage)	Quality Hide, Emperor Scale, Giant Feather
Wygar	1850	925	35	10	-	-	-	-	-	Immune: KO	Bonecrusher(Fighter)	Orichalcum, Pink Tail, Leucojum
Mirage Vest	1900	950	36	16	-	-	-	-	Holy	-	MP Shield(Blue mage, Arcanist, Tinker)	Mind Ceffyl, Gemsteel, Rainbow Thread
Rubber Suit	2000	1000	36	18	-	-	-	-	-	Women Only, Null Damage: Lightning	-	Mysidia Alloy, Prime Tanned Hide, Magick Fruit
Bone Plate	2000	1000	37	8	-	-	-	-	Dark	Absorb: Dark	Strike Back(Parivir, Gladiator, Ravager)	Dark Stone, Crusite Alloy, Blood Darkened Bone
Judicer's Coat	7000	3500	44	24	-	-	-	-	-	-	Unscarred(Master monk, Ravager)	Stormsoul Crystal, Platinum, Prime Pelt
Templar Cloth	7200	3600	46	20	-	-	-	-	-	-	-	Einherjarium, Pink Tail, Aurea Pollen
Brint Frock	10200	5100	47	16	-	5	-	-	-	-	-	Prime Tanned Hide, Emperor Scale, Putrid Liquid
Galmia Frock	10200	5100	47	16	5	-	-	-	-	-	-	Prime Pelt, Emperor Scale, Putrid Liquid
Ever Robe	12800	6400	49	28	-	-	-	-	-	-	Reflex(White monk, Sage, Fencer)	Lightwing Crystal, Prime Tanned Hide, Wyvern Wing

ROBES

JOBS: White mage, Black mage, Paladin, Illusionist, Blue mage, Seer, Defender, Bishop, Templar, Time mage, Arcanist, Sage, Green mage, Red mage, Summoner, Geomancer, Heritor

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Hempen Robe	150	75	17	32	-	-	-	-	-	-	-	None
Silken Robe	180	90	17	38	-	-	-	-	-	-	-	Tarkov Crystal, Rabbit Pelt, Silk Thread
Magus Robe	600	300	17	40	-	-	-	-	-	-	Critical: Quicken(Time mage), Resistance ★ (Geomancer)	Tarkov Crystal, Tiny Mushrooms, Soft Cotton
Chameleon Robe	1240	620	21	40	-	-	-	-	Holy	Absorb: Holy	-	Earth Stone, Coeur Pelt, Soft Cotton
Blaze Robe	1240	620	21	40	-	-	-	-	Fire	Absorb: Fire	-	Fire Stone, Zinacite, Bomb Shell
Thunder Robe	1240	620	21	40	-	-	-	-	Lightning	Absorb: Lightning	-	Storm Stone, Leestone, Silk Bloom
Flurry Robe	1240	620	21	40	-	-	-	-	Ice	Absorb: Ice	-	Ice Stone, Zinacite, Aged Linen Thread
White Robe	1800	900	23	48	-	-	-	-	-	Half Damage: Ice	Turbo MP(White mage)	Mind Ceffyl, Zingu Pearl, White Thread
Black Robe	1800	900	23	46	-	2	-	-	-	Half Damage: Water	Replenish MP(Seer)	Mind Ceffyl, Quality Pelt, Black Thread
Red Robe	2400	1200	24	46	-	-	-	-	-	-	Pierce(Seer, Arcanist)	Fire Stone, Einherjarium, Rainbow Thread
Magick Robe	5600	2800	26	46	-	6	-	-	-	-	Evade Magick(Green magick, Time mage)	Darklord Crystal, Magick Fruit, Bat Wing
Reaper's Robe	7200	3600	34	46	-	-	-	-	Dark	Absorb: Dark	-	Skull, Fiend's Blood, Demon Feather
Samite Coat	7800	3900	32	48	-	-	-	-	-	-	Magick Counter(Black Mage, Bishop, Geomancer)	Mind Ceffyl, Crusite Alloy, Alraune Drill
Luminous Robe	11800	5900	27	50	-	-	-	-	-	-	Halve MP(Bishop, Summoner, Illusionist)	Storm Sigil, Prime Pelt, Rainbow Thread
Lordly Robe	14800	7400	30	52	-	-	-	-	-	-	Absorb MP(Green mage, Illusionist)	High Arcana, Pink Tail, Rainbow Thread
Sage's Robe	16400	8200	26	62	-	-	-	-	-	-	Geomancy(Black Mage)	High Arcana, Gold Chalice, Stradivari

SHIELDS

JOBS: Soldier, Paladin, Warrior, Defender, Sage, Fencer, Moog Knight, Viking, Raptor

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Bronze Shield	200	100	-	2	-	-	5	-	-	-	Shieldbearer(Soldier, Warrior, Fencer)	None
Round Shield	800	400	-	2	-	-	7	-	-	-	Shieldbearer(Seer, Moog Knight)	Cruzle Brass, Quality Pelt, Lamia Scale
Platinum Shield	1400	700	1	5	-	-	10	-	-	-	Shieldbearer(Viking, Raptor)	Platinum, Leucium, Silver Liquid
Ice Shield	1400	700	-	8	-	-	10	-	Ice	Absorb: Ice	-	Ice Stone, Zodiac Ore, Vampire Fang
Flame Shield	1400	700	-	8	-	-	10	-	Fire	Absorb: Fire	-	Fire Sigil, Cursed Coin, Great Serpent's Fang
Aegis Shield	2200	1100	2	5	-	-	10	-	Holy	Immune: Stone	-	Gemsteel, Tanned Tyrant Hide, Spiral Incisor
Genji Shield	7200	3600	5	7	2	-	10	-	-	-	-	Tanned Beast Hide, Ancient Turtle Shell, Wyrmtwig
Templar Shield	7200	3600	2	5	-	-	12	-	Holy	Immune: Poison, Blind, Silence, Immobilize, Disable, Confuse, Charm	-	Holy Stone, Mythril, Star Fragments
Shield of the Four	7200	3600	-	10	-	-	12	-	-	-	-	Adamantite, Pink Tail, Ancient Turtle Shell
Chocobo Shield	7200	3600	-	-	-	-	12	2	-	-	Gil Snapper(Viking)	Damascus, Chocobo Skin, Alraune Drill
Enslaved Shield	18600	9300	-	-	-	-	15	-	Dark	Weak: Fire	-	Blood Darkened Bone, Fiend's Blood, Demon Feather
Reverie Shield	21000	10500	-	-	-	-	20	-	-	-	-	Scarlette, Tyrant Hide, Wyvern Fang

ACCESSORIES

BOOTS

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Battle Boots	1000	500	7	-	-	-	-	-	-	-	-	Wind Stone, Dipraeu Bronze, Rat Pelt
Spiked Boots	1000	500	4	-	-	-	-	-	-	Jump +1	Avoid Traps(Ranger, Geomancer)	Fire Stone, Wolf Pelt, Fine Wool
Sprint Shoes	2000	1000	2	-	-	-	-	-	-	Move +1	-	Wind Sigil, Rabbit Tail, Superior Silk Thread
Red Shoes	3600	1800	3	5	-	-	5	-	-	-	-	Wind Sigil, Cursed Coin, Large Feather
Winged Boots	3600	1800	3	-	-	-	-	-	-	Equip: Walk on water	-	None
Germinas Boots	3600	1800	3	-	-	-	-	-	-	Jump +2	-	Earthworm Crystal, Tyrant Hide, Spider Silk
Galma Shoes	5400	2700	3	-	-	-	-	2	-	Equip: Can enter water, disregards terrain variance while moving.	-	Windgod Crystal, Prime Tanned Hide, Windslicer Pinion
Faerie Shoes	6800	3400	3	2	-	-	-	-	-	Equip: move by teleportation	-	Star Fragments, Stradivari, Faerie Wing
Gaius Caligae	6800	3400	7	-	-	-	2	1	-	-	-	Stormsoul Crystal, Tanned Beast Hide, Demon Feather
Ninja Tabi	9600	4800	3	-	-	-	-	-	-	Move +2	-	Prime Tanned Hide, Wyvern Fang, Demon Feather

GLOVES

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAS	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Armguards	1800	900	-	-	-	-	2	-	-	-	-	Tarkov Crystal, Zinacium, Turtle Shell
Brigand's Gloves	4800	2400	-	-	2	-	2	-	-	Increases steal success rate by 5%	-	Rabbit Tail, Battlemyst Corapace, Windslicer Pinion
Bracers	5400	2700	5	1	-	-	-	-	-	-	Death Strike(Parivir, Berserker)	Zinacite, Quality Hide, Dragon Bone
Genji Gloves	8400	4200	10	5	-	3	-	-	-	-	-	Tyrant Hide, Aged Turtle Shell, Wyrmtwig
Gauntlets	7200	3600	5	5	2	-	-	-	-	-	Critical: Berserk(Defender, Berserker)	Platinum, Tanned Tyrant Hide, Wyrm Corapace
Bone Armlets	12400	6200	5	2	2	-	5	-	-	-	Blink Counter(Master monk, Lanista)	Gemsteel, Tanned Beast Hide, Blood Darkened Bone

ACCESSORIES

NAME	BUY	SELL	ATK	MAG	DEF	RES	EVAD	SPD	ELEMENT	EFFECT	ABILITY	ITEMS NEEDED TO MAKE
Fortune Ring	4800	2400	2	-	-	-	-	-	-	Immune: Doom	Blur (Cannoneer, Flintlock)	Body Ceffyl, Dipraeu Bronze, Battlewyrms Carapace
Magick Ring	5400	2700	-	5	-	5	-	-	-	Immune: Berserk	-	Mind Ceffyl, Four-leaf Clover, Small Feather
Angel Ring	6200	3100	-	-	-	-	-	-	-	Equip: Reraise once	-	Lightwing Crystal, Mythril, Wyrmtwig
Scarab Charm	6200	3100	2	2	-	-	-	-	-	Immune: Toad	-	Tarkov Crystal, Coeurl Pelt, Blood Darkened Bone
Ruby Earring	6200	3100	-	2	-	2	-	-	-	Immune: Charm	-	Body Ceffyl, Zodiac Ore, Pink Tail
Empyrean Armband	6200	3100	1	1	1	1	-	-	-	Immune: Stop	-	Low Arcana, Zodiac Ore, Star Fragments
Orb of Minwu	7800	3900	-	-	2	2	-	-	-	Immune: Blind, Silence, Immobilize, Disable, Confuse, Charm, Toad, Stone	Ribbon-bearer (Seer, Trickster, Tinker)	Low Arcana, Crusader Tonic, Rainbow Thread
Golden Amulet	8300	4150	-	10	-	10	-	-	-	-	-	Low Arcana, Crusade Alloy, Hedychium Pollen
Gigas Pendant	-	-	5	5	-	-	-	-	-	Summon Belias	Hellfire (Only when equipped)	None
Corsage of Corruption	-	-	5	5	-	-	-	-	-	Summon Mateus	Frostwave (Only when equipped)	None
Amulet of Whispers	-	-	5	5	-	-	-	-	-	Summon Shemhazai	Soul Purge (Only when equipped)	None
Pin of Order	-	-	5	5	-	-	-	-	-	Summon Hashmal	Gaia's Wrath (Only when equipped)	None
Ewer of Darkness	-	-	5	5	-	-	-	-	-	Summon Famfrit	Tsunami (Only when equipped)	None
Raging Brooch	-	-	5	5	-	-	-	-	-	Summon Adrammelech	Judgment Bolt (Only when equipped)	None
Tainted Cufflink	-	-	5	5	-	-	-	-	-	Summon Cúchulainn	Blight (Only when equipped)	None
Earrings of the Dead	-	-	5	5	-	-	-	-	-	Summon Zalera	Condemnation (Only when equipped)	None
Ring of the Wheel	-	-	5	5	-	-	-	-	-	Summon Chaos	Tornado (Only when equipped)	None
Choker of the Condemned	-	-	5	5	-	-	-	-	-	Summon Zeromus	Big Bang (Only when equipped)	None
Gift of the Judge-Sal	-	-	5	5	-	-	-	-	-	Summon Exodus	Meteor (Only when equipped)	None
High Seraph's Plume	-	-	5	5	-	-	-	-	-	Summon Ultima	Ultima (Only when equipped)	None
Ring of Precepts	-	-	5	5	-	-	-	-	-	Summon Zodiark	Final Eclipse (Only when equipped)	None

CONSUMABLE ITEM DATA

NAME	BUY	SELL	INFO
Potion	30	15	Restores 30 HP to target.
Hi-Potion	100	50	Restores 100 HP to target.
X-Potion	300	150	Restores 200 HP to target.
Ether	-	400	Restores 30 MP to target.
Elixir	-	750	Fully restores target's HP and MP.
Phoenix Down	200	100	Revives unit from unconsciousness.
Echo Herbs	50	25	Cures Silence debuff.
Maiden's Kiss	100	50	Cures Toad debuff.

NAME	BUY	SELL	INFO
Gold Needle	100	50	Cures Stone debuff.
Holy Water	80	40	Increases ST Evade by 15%. Also deals damage to undead.
Antidote	50	25	Cures Poison debuff.
Eye Drops	50	25	Cures Blind debuff.
Bandage	100	50	Cures Immobilize and Disable debuffs.
Remedy	800	400	Cures all debuffs.
Handkerchief	100	50	Cures Oil debuff.

NAME	BUY	SELL	INFO
Knot of Rust	-	10	Inflicts random damage to target (1 to 999)
Eureka Crystal	-	2500	Fully restores HP, increase Attack and Defense by 20%.
Grimoire Stone	-	2500	Fully restores MP, increase Magick and Resistance by 20%.
Dark Matter	-	2500	Deals random damage to all enemies on the field (1~999).

LOOT ITEMS

The following pages contain data for Loot, which is needed to make bazaar items. The quest column reveals suggested quests in which these items can be obtained. Please refer to this section when looking for the Loot needed to obtain a specific item.

DATA EXPLANATION

MAGICITE NAME	1	2	ITEMS CREATED	3	QUEST & NUMBER RECEIVED	4
Earthwyr Crystal	3000	Adamant Armor, Germinas Boots			Loar Airships Grounded x2	
Windgod Crystal	3000	Windsong Rapier, Morning Star, Feathered Boots, Galmia Shoes			Strong Lady x1, Show of Strength x3	
Waterwyrd Crystal	3000	Estrella, Gleiburst, Life Crozier			Starstruck x1, An Unseen Foe x1, Foodstuffs: Appearance x1, Champions' Cup x1	
Firebird Crystal	3000	Ayvuir Rod, Soulsaber, Femme Fatale			Where Could He Be? x1, Hunted x2, Survey No. 260 x1	
Snowcat Crystal	3000	Madu, Last Letter			A Dashing Duel x1, Caravan Cry II x1, Wanted: Assistant x1	
Stormsoul Crystal	3000	Magick Hands, Judicer's Coat, Gaius Caligae			Wanted: Sky Pirate Vaan x2, Grasztan Nightwatch x1, Unplumbed Depths x1	
Lightwing Crystal	5000	The Fallen Angel, Ama-no-murakumo, Zanmato, Nirvana, Seventh Heaven, Zeus Mace, White Hat, Ever Robe, Angel Ring			Gifted x1, The Five Kings x1, Vigilante Debut x1, Death March II x1, To Whom Gods Bow x3, Wanted: Woodcutter x3	
Darklord Crystal	5000	Ebon Blade, Diabolique, Heretic Rod, Death Claws, Black Hat, Magick Robe			Survey No. 259 x5, Wish Upon a Star x2, Needed for quest: Gimme That!	
High Arcana	6000	Excalibur, Tournesol, Rhomphaia, Staff of the Magi, Minerva Bustier, Lordly Robe, Sage's Robe			The Storage Shed x2, Post Burdens x1, Wanted: The Mutadragons x1, Meeting the Quota x2, Fluargis Nightwatch x1, A Bride for Montblanc x1	
Mind Ceffyl	1800	Colichemarde, Lilith Rod, Serpent Staff, Esziam Baton, Artemis Bow, Golden Skullcap, Mirage Vest, White Robe, Black Robe, Samite Coat, Magick Ring			Flown the Coop x6, Dualhorn x2, Monster Poaching x3, The Forgotten Places x1	

- NAME:** The label for the item.
- SELL:** The item's selling amount in shops.
- ITEMS CREATED:** The bazaar recipes the Loot is used in.
- QUEST & NUMBER RECEIVED:** The quests where the Loot is obtained, along with the amount of Loot gained for completing the quest.

MAGICITE NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Earthwyr Crystal	3000	Adamant Armor, Germinas Boots	Loar Airships Grounded x2
Windgod Crystal	3000	Windsong Rapier, Morning Star, Feathered Boots, Galmia Shoes	Strong Lady x1, Show of Strength x3
Waterwyrd Crystal	3000	Estrella, Gleiburst, Life Crozier	Starstruck x1, An Unseen Foe x1, Foodstuffs: Appearance x1, Champions' Cup x1
Firebird Crystal	3000	Ayvuir Rod, Soulsaber, Femme Fatale	Where Could He Be? x1, Hunted x2, Survey No. 260 x1
Snowcat Crystal	3000	Madu, Last Letter	A Dashing Duel x1, Caravan Cry II x1, Wanted: Assistant x1
Stormsoul Crystal	3000	Magick Hands, Judicer's Coat, Gaius Caligae	Wanted: Sky Pirate Vaan x2, Grasztan Nightwatch x1, Unplumbed Depths x1
Lightwing Crystal	5000	The Fallen Angel, Ama-no-murakumo, Zanmato, Nirvana, Seventh Heaven, Zeus Mace, White Hat, Ever Robe, Angel Ring	Gifted x1, The Five Kings x1, Vigilante Debut x1, Death March II x1, To Whom Gods Bow x3, Wanted: Woodcutter x3
Darklord Crystal	5000	Ebon Blade, Diabolique, Heretic Rod, Death Claws, Black Hat, Magick Robe	Survey No. 259 x5, Wish Upon a Star x2, Needed for quest: Gimme That!
High Arcana	6000	Excalibur, Tournesol, Rhomphaia, Staff of the Magi, Minerva Bustier, Lordly Robe, Sage's Robe	The Storage Shed x2, Post Burdens x1, Wanted: The Mutadragons x1, Meeting the Quota x2, Fluargis Nightwatch x1, A Bride for Montblanc x1
Mind Ceffyl	1800	Colichemarde, Lilith Rod, Serpent Staff, Esziam Baton, Artemis Bow, Golden Skullcap, Mirage Vest, White Robe, Black Robe, Samite Coat, Magick Ring	Flown the Coop x6, Dualhorn x2, Monster Poaching x3, The Forgotten Places x1
Body Ceffyl	1800	Adamant Blade, Ragnarok, Gupti Ago, Kotetsu, Force Rod, Crown Scepter, Gokuu Pole, Fortune Ring, Ruby Earring	Bonbanga! x4, The Show's Not Over... x2, The Nu Mou Nobles x3
Wind Sigil	1500	Gale Sword, Nosoda, Zephyr Pole, Elfin Bow, Marduk, Scorpion Tail, Sprint Shoes, Red Shoes	Black King of Cinguleur x3, Bug Hunt x3, Bonga Bugle — Skyfrost x2
Earth Sigil	1500	Talwar, Beastsword, Adazakura, Kiku-ichimonji, Iron Pole, Arbalest, Peacemaker, Gaia Gear	Sleight of Hand x5, The Nu Mou of the Rupies x2, The Bangaa of the Rupies x2, The Seas of Ordalia x1, Bonga Bugle — Plumfrost x1, Bonga Bugle — Plumfrost x1, Bonga Bugle — Plumfrost x1
Fire Sigil	1500	Bokuen, Flame Rod, Bomb Arm, Pomegranate Staff, Longbarrel, Lotus Mace, Flame Shield	Odd Places x3, Bug Hunt x4
Water Sigil	1500	Harpe, Osafune, Spring Staff, Hunting Bow, Grass Flute	House Bowen's Challenge x3, Books of Magick x2
Storm Sigil	1500	Épée-prisme, Vajra, Thor Rod, Eight-Fluted Pole, Tiara, Mirror Mail, Luminous Robe	Picnic Pleasure x3, Shaved Ice x2, Books of Magick x2, Of a Feather x1
Ice Sigil	1500	Silver Sword, Manganese Saber, Chill Rod, Ivory Pole, Giot Gun, Outsider	Grasztan Cup x2, An Unfamiliar Land x4
Tarkov Crystal	700	Lionheart, Arch Sword, Claymore, Stardust Rod, Battle Bamboo, Gold Hairpin, Silken Robe, Magus Robe, Armguards, Scarab Charm	Kupoppy Flower x6, Wanted: The Cyanwolf x4
Fire Stone	600	Flametongue, Ashura, Lava Spear, Firewheel Rod, Rising Sun, Druid Mace, Circlet, Blaze Robe, Red Robe, Spiked Boots	Veis, Assassin x5, It's the Thought x5, The Lands of Loar x2, Galleria Jewelers x2, Kithili
Ice Stone	600	Icebrand, Flamberge, Ice Lance, Sleet Rod, White Fangs, Ice Shield, Flurry Robe	Surveyors x2, House Bowen x2, Needed for quest: The Bangaa Brotherhood
Storm Stone	600	Paraiba Blade, Gae Bolg, Thunder Rod, Judicer's Staff, Sanijegun, Kaiser Knuckles, Nike Bow, Riot Gun, Thunder Robe	To Be a Fighter x5, Bonga Bugle — Skyfrost x5, Needed for quest: Shaved Ice
Holy Stone	600	Restorer, Vitanova, Save the Queen, Silver Rapier, Healing Staff, Cleansing Staff, Godhand, Heal Chime, Sage Crozier, Templar Shield	Wanted: Gilmunto x5, What Was Lost x4
Dark Stone	600	Blood Sword, Apocalypse, Poison Knuckles, Hades Bow, Silver Cannon, Black Quena, Energy Mace, Thief's Cap, Bone Plate	Wanted: Ugohr x3, Komodo Arrival x3, Bonga Bugle — Coppersun x4, Bonga Bugle — Coppersun x4, Bonga Bugle — Coppersun x4
Low Arcana	700	Rogetsu-denbu, Maximilian, Emptyreal Armband, Orb of Minwu, Golden Amulet	Wayward Drake x5, Arbiters of Death x1, One-Eyed Evil x3
Soul Ceffyl	150	Sun Blade, Atomos Blade, Venus Blade, Lohengrin, Scarlett, Staff of Blessings, Cypress Pole, Wizard's Hat	Wanted: Tonberion x5
Earth Stone	120	Buster Sword, Burglar Sword, Shamshir, Estoc, Predator, Kunai, Terre Rod, Metal Knuckles, Huntsman's Bow, Chaos Rifle, Adamant Vest, Chameleon Robe	The Star Seal x5, The Nu Mou Nobles x3
Wind Stone	120	Sweep Blade, Air Blade, Defender, Djinn Flyssa, Falchion, Stribag, Silver Bow, Windslash Bow, Cranequin, Aiot Gun, Lost Gun, Battle Boots	The The Yellow Wings x3, The Way of the Meek x3, Wanted: The Cyanwolf x6, The Carnioa
Water Stone	120	Ogun Blade, Pearl Blade, Blue Saber, Aqua Saber, El-Cid, Murasame, Staff of Protection	Braves x2, Chita's Weaponers x2, Moogles Porters x2, Jytras Pirata x2
			Our Playground x9, Beetle in a Haystack x3, The Yellow Wings x2, Zedlei Consortium x2, Jytras Pirata x2, Prima Donna x2
			Prepared with Love x4, The Perfect Gift x3, Grasztan Seaways x2, Zedlei Consortium x2, Jytras Pirata x2

METALS

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Mythril	2800	Materia Blade, The Fallen Angel, Heretic Rod, Ivory Pole, Cat Claws, White Fangs, Templar Shield, Angel Ring	Strong Lady x4, Stuck in the Muck x2, The Stone With No Name x1, A Lasting Peace x1, From 'Cross the Sea x1
Scarletite	2800	Tonberrion, Tournesol, Master Sword, Estrella, Mjolnir, Reverie Shield	Pirate Problems x1, Survey No. 261 x1, Ravager x1, My Little Carrot x1, Rancher's Request — White x3
Orichalcum	2800	Orichalcum Dirk, Restorer, Ayvuir Red, Vigilante, Wygar	The Dig x1, Through Another's Eyes x1, A Lady's Proposition x1, The Cat's Meow x2, Gaug Nightwatch x1, Yellow Wings in Trouble x1
Einherjarium	2800	Gupri Aga, Kiku-ichimonji, Dragon Whisker, Frigid Viol, Templar Cloth, Red Robe	Seeking the Stone x2, The Cat's Meow x3, Drawn Bridge x1, 'Cross the Sea x1
Gold Chalice	2500	Diabolique, Staff of the Magi, Eight-fluted Pole, Gleiburst, Heal Chime, Sage's Robe	Death March, Ill x1, Hellhound Astray x1, Wall of Flame x1, Rancher's Request — Green x3, Bringer of Doom x1
Bundle of Needles	2500	Femme Fatale, Zanmato, Survivor, Magick Hands, Rocket Punch	Chita on Weapons—Masters x3, Teach a Man to Run x1, Loar Airships Grounded x2
Adamantite	1200	Adamant Blade, Talwar, Claymore, Rhomphaia, Nosada, Stardust Rod, Godhand, Tiger Fangs, Death Claws, Shield of the Four, Dragon Mail, Adamant Armor	Seeking the Stone x5, Aid the Serpent x2, Foodstuffs: Nutrition x2, Popocho's Chocobos x3, A Hard Place x1, Needed for quest: One Red Phial
Crusite Alloy	1200	Jambiya, Vitanova, Ebon Blade, Bakuen, Koin's Lance, Scorpion Tail, Hanya Mask, Giant's Helmet, Gold Hairpin, Bone Plate, Samite Coat, Golden Amulet	Making Port x4, The White of Its Eye x3, I Want to Forget x5, Jytras Pirate x1
Mysidia Alloy	1200	Save the Queen, Excalibur, Windsong Rapier, Lilith Rod, Max's Oathbow, Grass Flute, Morning Star, Mandragora, Lotus Mace, Materia Armor, Power Sash, Rubber Suit	Foodstuffs: Bon Appetit x4, Wanted: Icicle Ark x5, Training Wanted x1, Wanted: Tutor! x3
Gemsteel	1200	Onion Sword, Horpe, Manganese Saber, Luabreaker, Ama-no-murakama, Artemis Bow, Perseus Bow, Greateaxe, Golden Axe, Aegis Shield, Mirage Vest, Bone Armlets	Mountain Watch x3, Wanted: Sky Pirate Vaan x4, Wanted: Artillery x5
Moon Ring	1000	Soulsaber, Madu, Adozakura, Kotetsu, Masamune, Trident, Bomb Arm, Spring Staff, Peacemaker, Longbarrel, Outsider, Golden Skullcap	The Eastwatch x5, Eternal Rivalry x5, The Rivalry of the Rupies x2
Zodiac Ore	500	Paraba Blade, Hardegree, Ogrenix, Zweihander, Stribog, El-Cid, Beastsword, Vajra, Master Bow, Ice Shield, Ruby Earring, Empyrean Armband	A Lady's Proposition x8, Komodo Departure x5
Leestone	500	Force Rod, Flame Rod, Thor Rod, Chill Rod, Cypress Pole, Sanjiegun, Iron Pole, Esztam Baton, Gokuu Pole, Francisco, Sage Crosier, Thunder Robe	Survey No. 258 x7, Wanted: Long Bras. x5
Adamant Alloy	500	Swordbreaker, Icebrand, Rising Sun, Kaiser Knuckles, Slasher, Hammerhead, Barbut, Close Helmet, Diamond Helm, Carabineer Mail, Adamant Vest	Throw Down x8, Bonga Bugle — Blackfrost x3
Damascus	500	Khukuri, Cinquedeas, Gale Sword, Colichemarde, Crown Scepter, Fanatic, Twin Bow, Satyr Flute, Chocobo Shield, Jujitsu Gi	Chita on Weapons—Novices x4, An Earnest Search x4, Bonga Bugle — Coppersun x2, Bonga Bugle — Coppersun x2, Bonga Bugle — Coppersun x2
Zincatite	400	Zwillblade, Épée-prisme, Osafune, Zephyr Pole, Dream Claws, Silver Bow, Gastrophetes, Conch Shell, Black Quena, Blaze Robe, Flurry Robe, Bracers	It's a Trap! x5, The Camoa Braves x8
Dipraeu Bronze	400	Air Blade, Shamshir, Aqua Saber, Oblige, Partisan, Platemail, Golden Armor, Diamond Armor, Maximilian, Minerva Bustier, Battle Boots, Fortune Ring	Bonga Bugle — Greenfire x1, Open Wide x1, Bonga Bugle — Silversun x7, Death March x3, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1
Platinum	500	Silver Sword, Kwigon Blade, Ragnarak, Lohengrin, Arch Sword, Staff of Blessings, Platinum Shield, Platinum Helm, Platinum Armor, Mirror Mail, Judicer's Coat, Gauntlets	Now That's a Fire! x5, Unfamiliar Folk x3, Blue King of Cinqueleur x2, Wanted: Hatchery Worker x1, Vim, Vigor, and Go x1
Gun Gear	300	Ragetsu-denbu, Chaos Rifle, Lost Gun, Giot Gun, Survival Vest	Bonga Bugle — Rosefire x3, It's the Thought x2
Cursed Coin	400	Blood Sword, Djinn Flyssa, Battle Bamboo, Sledgehammer, Flame Shield, Green Beret, Red Shoes	Wee Evil x2, Showdown x5
Zirconium	80	Defender, Apocalypse, Lionheart, Diamond Sword, Falchion, Firewheel Rod, Thunder Rod, Sleet Rod, Metal Knuckles, Energy Mace, Druid Mace, Armguards	Bonga Bugle — Ashleaf x2, Bonga Bugle — Bloodfire x9, The First Step x3, Needed for quest: The Bangaa Brotherhood
Xergis Tin	80	Scramasax, Rondel, Buster Sword, Burglar Sword, Ogun Blade, Venus Blade, Xankbras, Kunai, Murasame, Ashura, Javelin, Iron Hammer, Poison Knuckles	Kids These Days x4, The Moon Seal x2, Green Dominion x4, Kyra, Dragoon x3
Cruze Brass	80	Sun Blade, Flametongue, Pearl Blade, Barang, Samson Sword, Lava Spear, Gae Bolg, Staff of Protection, Windslash Bow, Glass Bell, Tonfa, War Hammer, Round Shield	Komodo Departure x3, Prepared with Love x6, The First Step x4
Gikhet Lead	70	Jackknife, Kris, Kard, Broadsword, Sweep Blade, Atomas Blade, Dagriohm, Predator, Demon Bell, Broadaxe, Bronze Armor, Brigandine	Stranger in the Woods x2, Kids These Days x4, Green Dominion x3, Wee Evil x3
Clock Gear	70	Hades Bow, Silver Cannon, Riot Gun, Omnis Cannon, Diklum, Supernal Ray, Ligatur, Brevis, Massive Bazooka, Guang Cannon, Dromaeo, Chainmail	White King of Cinqueleur x8, Knowing the Beast x5
Trusty Frying Pan	30	Blue Saber, Silver Rapier, Joyeuse, War Trumpet, Iron Helm, Headband, Iron Armor	Bonga Bugle — Silversun x4, The Perfect Gift x2, Bonga Bugle — Skyfrost x1
Sonative Needle	60	Stinger, Estoc, Fleuret, Scarlett, Flamberge, Mage Masher, Ancient Sword, Ice Lance, Aiot Gun	The Yellow Wings x3, Our Playground x6

SKINS

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Prime Tanned Hide	1200	Golden Axe, King of Hearts, Black Hat, Genji Armor, Brigandine, Rubber Suit, Ever Robe, Brint Frack, Galmia Shoes, Ninja Tabi	Devilish Delight x1, The Finest Blade x1, One Last Memory x1, A Step Further x6, Wanted: Big Eyes x1, The Last Step x1
Prime Pelt	1000	Estrella, Survivor, Queen of Clubs, Jujitsu Gi, Judicer's Coat, Galmia Frack, Luminous Robe	The Ritual x1, Kidnapping! ? x3, An Earnest Delight x1, The Whole Truth x1, Watching the Watchers x2
Pink Tail	1000	Ace of Spades, Shield of the Four, Adamant Armor, Wygar, Templar Cloth, Lordly Robe, Ruby Earring	Rumors Abound x2, Rancher's Request — Red x5, Burning Soul x1
Cockatrice Skin	1000	Adamant Blade, Magick Hands, Greateaxe, Jack of Diamonds, Two of Clubs, Joker	Wanted: Icicle Ark x2, Geomancer's Way — Sun x2, Devil's Pact x1, The Wonders of Ordalia x1, The Ultimate Book x1, Just Desserts x1
Tanned Beast Hide	1200	Rhomphaia, Tiger Fangs, Gleiburst, Six of Diamonds, Genji Shield, Genji Helm, Gaius Caligae, Bone Armlets	Something's Dropped! x3, The Art of Gastronomy x1, Oh No, Kupo! x2, With a Smile x3, With a Smile x3, With a Smile x3, With a Smile x3
Tyrant Hide	400	Reverie Shield, Golden Armor, Germinas Boots, Genji Gloves	Of Kupos and Cannons x4
Quality Hide	450	Cat Claws, Black Garb, Bracers	Wanted: Woodworker x3
Giant's Tanned Hide	400	Beastsword, Dream Claws, Kaiser Knuckles, Eight of Hearts, Power Sash	Speed Battle, Kupo! x5
Tanned Tyrant Hide	400	Colichemarde, Claymore, Aegis Shield, Thief's Cap, Gauntlets	Speed Battle, Kupo! x5
Coerul Pelt	400	El-Cid, Hammerhead, Chameleon Robe, Scarab Charm	Mushroom Chef x3, Red King of Cinqueleur x1
Quality Pelt	350	Battle Bamboo, Round Shield, Tiara, Black Robe	Wanted: Gilmunto x2, Hunting Season x1, Survey No. 258 x1
Rabbit Tail	250	Headband, Ninja Gear, Sprint Shoes, Feathered Boots, Brigand's Gloves	Komodo Departure x1, Wanted: Florah x4
Tiger Hide	50	Slasher, Green Beret, Survival Vest	To Be a Fighter x3
Chocobo Skin	50	Samson Sword, Chocobo Shield	Red King of Cinqueleur x1, Foodstuffs: Texture x1
Rat Pelt	20	Falchion, Broadaxe, Battle Boots	Foodstuffs: Texture x2, The Bangaa Brotherhood x1
Snake Skin	20	Jackknife	A Paw Full of Feathers x2
Tanned Hide	30	Stribog, Wizard's Hat, Chainmail	Cilawa the Gluttonous x3
Wolf Pelt	45	Predator, Metal Knuckles, Spiked Boots	Wanted: The Cyanwolf x3
Rabbit Pelt	40	Francisco, Circlet, Silken Robe	You Say Tomato x2, Open Wide x1
Rat Tail	20	Four of Spades, Adamant Vest	A Voice from the Well x2, Needed for quest: Cilawa the Gluttonous
Bar Tail	20	Shadow Blade, Poison Knuckles	A Voice from the Well x2, The Strength of the Wolf x1, Needed for quest: For My Love

BONES

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Emperor Scale	2500	Tournesol, Vigilante, Ninja Gear, Black Garb, Brint Frock, Galmia Frock	Making Music x2, Shelling Out x1, Fluffy Flier? x1, I Must Have It! x2, Wanted: Friends, Kupo! x1
Beastlord Horn	2500	Master Sword, Crown Scepter, Crescent Bow, Giant's Helmet, Genji Armor	A Lady's Insistence x2, Chita on Weapons—Adepts x3
Wyvern Fang	2500	Tanberion, Last Letter, Dragon Whisker, Reverie Shield, Ninja Tabi	Wanted: Marksman x4
Ancient Turtle Shell	2000	Rocket Punch, Lotus Mace, Genji Shield, Shield of the Four	Caravan Cry x2, Chef Story: Hors D'oeuvre x2
Blood Darkened Bone	1000	Zwillblade, White Fangs, Hades Bow, Max's Oathbow, Ensanguined Shield, Hanyu Mask, Bone Plate, Bone Armlets, Scarab Charm	Gimme That! x4, Popocha's Chocobos x4, Wanted: Combatants x1, The Strength of the Wolf x1
Wym Carapace	1000	Restorer, Partisan, Flame Rod, Silver Bow, Maximilian, Gauntlets	It's a Trap! x1, Wanted: Big Eyes x1, Stowaways x4
Vampyr Fang	1000	Ebon Blade, Soulsaber, Diabolique, Kain's Lance, Heretic Rod, Death Claws, Ice Shield	Showdown x2, Otherworldly Visitors x5
Spiral Incisor	800	Jambiya, Cinquedeo, Blood Sword, Nail Bow, Francisca, Aegis Shield	Bonga Bugle — Plumfrost x1, Mountain Watch x3, Stuck in the Muck x3, Bonga Bugle — Plumfrost x1, Bonga Bugle — Plumfrost x1
Alraune Drill	1200	Orichalcum Dirk, Gastrophetes, Faerie Harp, Chocobo Shield, Barette, Samite Coat	The Natural Order x4, Of Kupos and Cannons x2
Star Fragments	1200	Stardust Rod, Frigid Viol, Templar Shield, White Hat, Faerie Shoes, Empyrean Armband	Making Music x3, Watch Your Step x2, Bonga Bugle — Plumfrost x1, Bonga Bugle — Plumfrost x1, Bonga Bugle — Plumfrost x1, Formidable Strength x1
Dragon Bone	300	Burglar Sword, Lionheart, Diklum, Bracers	The Sun Seal x1, Wayward Drake x2
Sturdy Bone	250	Kris, Swordbreaker, Mage Masher, Thorn Bow, Twin Bow, Supernal Ray	Pirate Attack x3, One-Eyed Evil x3
Mirror Scale	300	Silver Rapier, Luabreaker, Broadaxe	I Got a Bad Feeling x3
Cod Scale	300	Lohengrin, Arch Sword, Trident	The Way of the Timid x2, Plea for Help x1
Battlewyrn Carapace	350	Ligatur, Slasher, Diamond Armor, Brigand's Gloves, Fortune Ring	The Root of the Problem x5
Great Serpent's Fang	300	Hardedge, Target Bow, Guang Cannon, Hammerhead, Flame Shield	Green King of Cingueur x2, Cleaning to Laor x2
Zingu Pearl	550	Flametongue, Ragnarok, Joyeuse, Ogrenix, Diamond Helm, White Robe	Pearls in the Deep x8
Coral Fragments	350	Staff of Protection, Massive Bazooka, Genji Helm, Cachusha	Chita on Weapons—Novices x3, Prepared with Love x1
Aged Turtle Shell	400	Yaichi Bow, War Trumpet, Brevis, Genji Gloves	An Earnest Quandary x4, Wanted: Shiny Maces x1
Skull	300	Apocalypse, Zweihander, Demon Bell, Glass Bell, Black Quena, Dromaeo, Reaper's Robe	Showdown x2, Maintaining the Balance x2, Knowing the Beast x3
Animal Bone	40	Kard, Sweep Blade, Barong, Javelin, Lava Spear, Char Bow	Foodstuffs: Texture x3, Kyrro, Dragoon x3
Bomb Shell	60	Khukuri, Sun Blade, Venus Blade, Scarlett, Rising Sun, Blaze Robe	Veis, Assassin x2, A Voice from the Well x4
Lamia Scale	60	Paraiba Blade, Stinger, Round Shield	The Yellow Wings x2, Shelling Out x1, Blue King of Cingueur x2
Molting	30	Shadow Blade, Icebrand, Fleuret, Longbow	The Star Seal x2, The Perfect Gift x2
Iron Carapace	60	Dagriohm, Firewheel Rod, Omnis Cannon	Sun-ripened Mayhem x3
Insect Husk	50	Rondel, Silver Sword, Xankbras	Our Playground x2, A Harvest Hand x1
Pointed Horn	50	Scramasax, Ancient Sword, Diamond Sword	Beetle in a Haystack x1, Wayward Drake x2
Crooked Fang	40	Buster Sword, Barbut	The First Step x2
Gimble Stalk	50	Ogun Blade, Master Bow, Greataxe	For My Love x2, Fey Mischief x1
Zingu Pearl Shell	55	Pearl Blade, Silver Cannon, Iron Armor	Throw Down x3
Fury Fragments	65	Defender, Ice Lance	You Say Tomato x2
Turtle Shell	60	Iron Helm, Armguards	Bonga Bugle — Silversun x2
Bone Chips	20	Close Helmet	Wanted: Shiny Maces x1

FLORA

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Flutegrass	-	Shining Lute	Making Music
Screamroot	2500	Ragetsu-denbu, Mandragora, Two of Clubs, Edaroya Scriptures	Wanted: Florah x1, Wanted: Moogles Rangers x2, Teach a Man to Fish x1
Aurea Pollen	2000	Talwar, Crescent Bow, Scorpion Tail, Joker, Templar Cloth	Thieves in the Ruins x2, Wanted: Devotees! x1, Lethean Draught x1, Moorabella Nightwatch x1, Bonga Bugle — Emberleaf x1, Bonga Bugle — Emberleaf x1, Bonga Bugle — Emberleaf x1
Malboro Flower	1000	King of Hearts, Six of Diamonds	Wanted: Floraxion x2
Kalos	800	Cinquedeo, Adazakura, Thor Rod, Tiger Fangs, Morning Star, Tome of Ending, Barette	A Fatal Mistake x4, I've Been Had, Kupo! x3
Goldcap	800	Katatsu, Bokuken, Golden Axe, Golden Skullcap	Coke: The Ingredients x4
Magick Fruit	800	Lilith Rod, Bomb Arm, Jack of Diamonds, Rubber Suit, Magick Robe	'Tis the Season x1, A Charm for Luck x5
Suspect Mushroom	800	Harpe, Ashura, Target Bow	Now That's a Fire! x1, Plea for Help x2
Spiral Vine	1000	Nosada, Thorn Bow, Yaichi Bow, Nike Bow, Brilliant Theorbo, Minerva Bustier	A Treasured Heirloom x3, Rancher's Request — Yellow x3
Four-leaf Clover	1200	Jambiya, Manganese Saber, Cheer Staff, Cachusha, Magick Ring	Unfamiliar Folk x2, Caravan Cry x3
Moonbloom	300	Artemis Bow, Brigandine	The Genuine Article x2
Leucojum	250	Osafune, Platinum Shield, Wygor	Instrument of Inspiration x3
Hedychium	250	Shamshir, Vajra, Queen of Clubs, Platinum Armor	Bonga Bugle — Blackfrost x1, What Was Lost x2, Bonga Bugle — Skyfrost x1, Needed for quest: Coke: The Ingredients
Onion	300	Onion Sword, Eight of Hearts, Ace of Spades, Power Sash	Bonga Bugle — Mistleaf x1, The Sun Seal x2, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1
Hedychium Pollen	200	Zwillblade, Kiku-ichimonji, Veil of Wiyu, Golden Amulet	Instrument of Inspiration x4
Pearl Moss	250	Save the Queen, Gold Hairpin, Jujitsu Gi	The Whole Truth x3
Tomato Stalk	200	Kris, Survivor, Golden Armor	Sun-ripened Mayhem x2, Kithili Surveyors x1
Telaq Flower	35	Gae Bolg	Tree Hugging x1
Silk Bloom	35	Battle Folia, Thunder Robe	Wanted: Long Bros. x2, Needed for quest: Love-struck
Marriom Heather	35	Force Rod, The Arnath Glyphs	Assistants Wanted! x2
Primo Petal	35	Kunai	The Trappings of Failure x2, Needed for quest: The Perfect Gift
Nepenthis	40	Samson Sword	Reagent Run x1
Recall Grass	40	Judicer's Staff, Four of Spades	Bonga Bugle — Goldsun x1, Shipping Out x2, Needed for quest: The Nu Mou Nobles
Whisperweed	40	Druid Mace	It's the Thought x1
Ladies' Tresses	35	Urutan Annals, Chainmail	Cilawa the Gluttonous x2
Power Fruit	55	Headband, Survival Vest	Tree Hugging x2
Succulent Fruit	55	Energy Mace, Mage Manual	Wanted: Gilmunto x3, The Natural Order x1, Needed for quest: Drowsy Draught, It's the Thought
Cactus Fruit	50	Kard, Bronze Armor	Reagent Run x3, Needed for quest: The First Step, All Good Things...
Tiny Mushrooms	20	Jackknife, Enavia Chronicles, Magus Robe	A Paw Full of Feathers x2, Seeding the Harvest x2
Faren Pollen	20	Broadsword, Atomas Blade	Stranger in the Woods x2
Malboro Vine	55	Nail Bow, Malbow, Green Beret	Pirate Attack x2, Wanted: Floraxion x1, Open Wide x1, Needed for quest: Rude Awakening
Sturdy Vine	45	Thunder Rod, Longbow, Char Bow	The Trappings of Failure x3
Ball Moss	40	Scramasax	Beetle in a Haystack x1
Peppergrass	30	Platinum Helm	To Be a Fighter x1

TIMBER

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Stradivari	2800	Edaroya Scriptures, Sage's Robe, Faerie Shoes	The Camoo Nightwatch x1, Inspiration or Perspiration? x1, The Last Duelhorn x1, Geomancer's Way — Snow x1
Strawood	-	Shining Lute, Brilliant Theorbo	Making Music
Mahbeny	2500	Madu, Nirvana, Crescent Bow, Faerie Harp	Wish Upon a Star x2, Geomancer's Way — Mist x2
Godwood	2800	Master Sword, Staff of the Magi, Malbow, Zeus Mace, Genji Helm	The Kidnapped Girl! x3, Cake: The Catastrophe x2
Quince	1000	Yoichi Bow, Persaus Bow, Mjolnir, Tome of Ending	Treasured Tones x4
Gurnat	1200	Cheer Staff, Nail Bow, Arbalest, Sledgehammer, Borette	Airship S.O.S.! x2, For My Love x3
Kuraile Boxwood	1000	Femme Fatale, Vigilante, Target Bow, Elfin Bow, Master Bow, Seventh Heaven, Genji Armor	Crying Eyeball x1, Poachers Spotted x2, A Simple Question x2, Rancher's Request — Black x2, A Bewitching Encounter x1
Wymtwig	1000	Fanatic, Max's Oathbow, Genji Shield, Genji Gloves, Angel Ring	Komodo Arrival x1, Duelhorn x2, Wanted: Woodcutter x2, The Wonders of Loar x1
Divanwood	400	Staff of Blessings, Serpent Staff, Esztam Baton, Nike Bow	Blue King of Cinqleur x1, The Next Step x3
Quality Lumber	350	Zweihander, Gokuu Pole, Gastrophetes, Urutan Annals, The Arnoth Glyphs	An Earnest Search x5
Kempas	300	Gupti Aga, Thorn Bow, Frigid Viol, Enavia Chronicles, Veil of Wiyu	Foodstuffs: Aroma x2, Rancher's Request — Yellow x3
Agathis	300	Terre Rod, Tonfa, Ivory Pole, Hunting Bow	Now That's a Fire! x3, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1, Bonga Bugle — Greenfire x1
Red Geeps	350	Luabreaker, Eight-fluted Pole, Char Bow	Grounded! x2, It's a Trap! x1
Rose Branch	350	Satyr Flute, Sage Crosier, Life Crosier, Gaia Gear	Wanted: Woodworker x4
Pagoda Wood	350	Ogrenix, Pomegranate Staff, Sanjiegun, Marduk, Cochusha	Wanted: The Mirage Bunny x5
Moonwood	65	Swordbreaker, Flamberge, Glass Bell	Wanted: Ugohr x3
Danbukwood	65	Hardedge, Cranequin, Twin Bow, Demon Bell	Knowing the Beast x4
Cottonflue	65	Oblige, Conch Shell, War Hammer, Battle Folia	Mushroom Chef x4
Waltwood	65	Barong, Judicer's Staff, Healing Staff, Cleansing Staff, Iron Pole, Mage Manual	Kids These Days x3, Foodstuffs: Aroma x3
Mape Wood	65	Dagrioim, Zephyr Pole, Longbow, War Trumpet	The Trappings of Failure x3, The Lands of Loar x1
Spruce	65	Ancient Sword, Cypress Pole, Huntsman's Bow, Iron Hammer	Reagent Run x3, The Veluga Pirates x1
Birch	60	Kwigo Blade, Estoc, Xankbras	Green Dominion x2, An Earnest Search x1

PHILTRES

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Putrid Liquid	2800	Tonberrion, Dramaego, Six of Diamonds, Edaroya Scriptures, Brint Frock, Galmia Frock	The Way of the Sword x1, Wanted: Floraxion x2, Escort Wanted x2, The Honorable Thing x2
Hero Tonic	2800	Materia Blade, The Fallen Angel, Cheer Staff, Zeus Mace	A Lanista's Pride x4, Wanted: Musician! x1, Unsettled Thoughts x1
Fiend's Blood	2500	Pomegranate Staff, Brevis, Guang Cannon, Joker, Ensanguined Shield, Reaper's Robe	On the Rampage x4, Flantastic Finish x1, Wanted: Magick Weapon x1, Spirits of Nazon x1
Silver Liquid	800	Chaos Rifle, Peacemaker, Eight of Hearts, Queen of Clubs, Platinum Shield, Dragon Mail	The Goug Consortium x2, Under the Weather x4, One Red Phial x1
Unpurified Ether	1000	Godhand, Grass Flute, Mjolnir, Life Crosier, Ace of Spades	To Be a Spellblade x2, Rancher's Request — Brown x3
Crusader Tonic	1200	Onion Sword, Excalibur, Cleansing Staff, Nirvana, Materia Armor, Orb of Minwu	Sleepless Nights x3, A Request x1, Foodstuffs: Aroma x2, Needed for quest: Vim, Vigor, and Go
Strange Liquid	800	Ama-no-murakumo, Serpent Staff, Longbarrel, Rocket Punch, Two of Clubs, Enavia Chronicles, Tome of Ending, Honya Mask	Ordalia Airships Grounded x2, Green King of Cinqleur x2, Airship S.O.S.! x4
Aqua Galac	1200	Joyeuse, Mage Masher, Zanmato	Grounded! x2, It's a Secret to Everybody x1
Clear Sap	1000	Vitanova, Masamune, Outsider, Mandragora, King of Hearts	'Tis the Season x1, One Red Phial x2, Wanted: Caretaker x3
Sweet Sap	800	Cat Claws, Heal Chime, Massive Bazooka, Diamond Armor	The Bangaa Brotherhood x5, Kihili Surveyors x1, Needed for quest: Drowsy Draught, The Show's Not Over...
Yellow Liquid	200	Last Gun, Ligatur, Sledgehammer, Four of Spades, Jack of Diamonds, Veil of Wiyu, Platinum Armor	Komodo Arrival x3, I Got a Bad Feeling x4
Foul Liquid	200	Khukuri, Giot Gun, Supernal Ray, Battle Folia, Mage Manual, Urutan Annals, Giant's Helmet	Pirate Attack x4, The Next Step x3, A Hard Place x1, Needed for quest: Rude Awakening
Healing Water	400	Aqua Sober, Murasame, Healing Staff, Spring Staff	Wanted: Ugohr x4, A Harvest Hand x2, Needed for quest: The Nu Mou Nobles
Malboro Wine	350	Rondel, Malbow, The Arnoth Glyphs, Close Helmet, Carabineer Mail	Wanted: Gaitsnipe x2, Bonga Bugle — Bloodfire x3, Needed for quest: Love-struck, All Good Things...
Bitter Sap	200	Orichalcum Dirk, Diamond Sword, Diklum, Diamond Helm	Sun-ripened Mayhem x4
Green Liquid	35	Riot Gun, Barbut, Platinum Helm, Platemail	Throw Down x4
Fresh Water	10	Blue Saber, Stinger, Fleurat, Iron Hammer	A Paw Full of Feathers x4
Cloudy Sap	25	Dream Claws, Aiot Gun, Omnis Cannon, War Hammer	Bonga Bugle — Ashleaf x2, Cilawa the Gluttonous x3, Needed for quest: Showdown

CLOTH

NAME	SELL	ITEMS CREATED	QUEST & NUMBER RECEIVED
Demon Feather	2500	Materia Blade, Ensanguined Shield, Reaper's Robe, Gaius Caligae, Ninja Tabi	Showdown x1, Survey No. 259 x3, Foodstuffs: Nutrition x2
Wyvern Wing	2500	Last Letter, Windsong Rapier, Trident, Dragon Whisker, Arbalest, Ever Robe	Beneath the Sands x1, My Secret Shame x1, Lord Grayll! x1, Three-Point Strategy x1, A Small Favor x1
Spider Silk	800	Ayvuir Red, Masamune, Terre Rod, Perseus Bow, Germinas Boots	The Way of the Timid x1, The Art of Gastronomy x1, Summons x2, Grippped by Fear x3
Rainbow Thread	1000	Tiara, Mirage Vest, Luminous Robe, Lordly Robe, Red Robe, Orb of Minwu	Rumors Abound x1, Geomancer's Way — Rain x2, Making Music x3, Dire Roundity x1
Windslicer Pinion	1000	Fanatic, Seventh Heaven, Thief's Cap, Mirror Mail, Materia Armor, Galmia Shoes, Brigand's Gloves	Ruinous Traps x2, Cake: The Recipe x4, A Chill in the Night x1
Black Thread	450	Kain's Lance, Black Hat, Black Robe	The Root of the Problem x2, Bonga Bugle — Skyfrost x1
White Thread	450	White Hat, Dragon Mail, White Robe	Hunting Season x1, Wanted: Tutor! x2
Fine Wool	400	Chill Rod, Gaia Gear, Spiked Boots	Wanted: Long Bros. x2, Cleaning to Ordalia x1
Superior Silk Thread	450	Oblige, Carabineer Mail, Sprint Shoes	The Way of the Meek x3
Velvet	400	Partisan, Wizard's Hat	Shipping Out x2
Bat Wing	350	Gale Sword, Marduk, Satyr Flute, Magick Robe, Feathered Boots	My Secret Shame x5
Dirty Wool	20	Sleet Rod	Tree Hugging x1
Wool	40	Javelin, Circlet	Kyrra, Dragon x1, Shipping Out x1
Aged Linen Thread	25	Kwigo Blade, Huntsman's Bow, Flurry Robe	Mushroom Chef x3
Silk Thread	40	Hunting Bow, Platemail, Silken Robe	You Say Tomato x2, Komodo Delivery: Seeking the Stone x2
Soft Cotton	40	Conch Shell, Magus Robe, Chameleon Robe	Wanted: Shiny Maces x1, Fey Mischief x1
Ahriman Wing	55	Djinn Flyssa, Tonfa, Cranequin	Wee Evil x3
Faerie Wing	60	Épée-prisme, Elfin Bow, Faerie Harp, Ninja Gear, Faerie Shoes	The Forests of Loar x3, Bonga Bugle — Coppersun x2, Bonga Bugle — Coppersun x2, Bonga Bugle — Coppersun x2, Needed for quest: I Must Have It!
Small Feather	25	Windslash Bow, Magick Ring	The Towns of Loar x1, Fey Mischief x1
Large Feather	35	Shadow Blade, Red Shoes	The Star Seal x1, The Towns of Loar x1
Giant Feather	45	Air Blade, Black Garb	Veis, Assassin x1, Maintaining the Balance x1

BAZAAR LIST

CATEGORY	A	B	C	D	E
Hurdy's Request	Shining Lute	Brilliant Theorbo	-	-	-
Bronze Armor	-	-	-	-	Bronze Armor
Apprentice Weapons	-	-	-	-	Broadsword
Silver-sheened Armor	-	Platinum Armor	Platinum Shield	Platinum Helm	-
Formidable Flora	Mandragora	-	Onion Sword	-	-
Smallswords	-	Jambiya	Zwillblade, Cinquedeo	Kris	Scramasax, Kard
Colossal Sword	-	-	-	-	Samson Sword
Thunder's Cry	-	-	Vajra	Gae Bolg	Atomos Blade
Storm-forged Armaments	-	Thor Rod	Thunder Robe	Thunder Rod	-
Mark of the Goddess	-	Minerva Bustier	Artemis Bow	Save the Queen	-
Time-tested Rods	Bomb Arm	Lilith Rod	-	Force Rod	-
Gilt Accessories	-	Golden Skullcap	Golden Amulet	Gold Hairpin	-
Sundry Sabers	Talwar	Manganese Saber	Harpe	Jambiya	-
Heavy Maces	Scorpion Tail	Morning Star	Druid Mace	Energy Mace	-
Sharp-edged Katana	Ragatsu-denbu	Adazakura, Bokura	Kotetsu, Kiku-ichimonji, Nosada	Ashura, Osafune	Kunai
Gilt Armor	-	Golden Axe	-	Golden Armor	-
Puglist's Gear	-	Tiger Fangs	Power Sash	Jujitsu Gi	Headband
Survival Set	-	Survivor	Survival Vest	Green Beret	Jackknife
Battle-hardened Armor	Templar Cloth	Rubber Suit	Wygar	Brigandine	Chainmail
Flower of the Sun	Tournesol	-	-	-	-
Silver Death	-	Samite Coat	Silver Cannon, Silver Rapier	Silver Bow	Silver Sword
Rimebound Gear	-	White Fangs	Ice Shield	Icebrand	Ice Lance
Steel of Living Flame	Soulsaber	-	-	Flametongue, Lava Spear	Venus Blade, Scarlett
Arms of the Firelord	-	Flame Shield, Lotus Mace	Flame Rod, Blaze Robe	Firewheel Rod	-
Flash of Dawn	-	-	-	Rising Sun	Sun Blade
Sign of the Guardian	-	Crown Scepter	Fortune Ring	Defender	Staff of Protection, Armguards
Astrologer's Aid	-	Empyrean Armband	Stardust Rod	-	-
Night's Embrace	Heretic Rod	Death Claws	Bone Plate	Black Quena	Apocalypse
Tempting Fate	Diabolique	-	Blood Sword	Hades Bow	-
Battle-tested Swords	-	Arch Sword	Lohengrin	Ragnarok	Lionheart
Seal of the Templar	-	Templar Shield	Maximilian	-	-
Uncommon Swords	-	Restorer	-	Burglar Sword	Buster Sword
Lethal Blades	-	Ebon Blade	Parabo Blade	Pearl Blade, Ogun Blade	Sweep Blade
The Drowned	-	-	Spring Staff	Aqua Saber	Murasame
Turquoise Trappings	-	Grass Flute	-	-	Blue Saber
Sacred Arms	Zanmato	Heal Chime, Amomomurakuma	Godhand, Vitanova	-	-
Pride of the Templar	The Fallen Angel	-	Excalibur	-	-
Rust-stained Guns	-	Lonbarrel, Outsider, Peacemaker	Chaos Rifle, Giat Gun	Riot Gun, Lost Gun	Aiot Gun
Gift of Stone	-	-	Diamond Armor	Diamond Helm	Diamond Sword
Rust-stained Helms	-	Hanya Mask, Giant's Helmet	-	Close Helmet	Barbut
Light Blades	Tonberrian	-	Orichalcum Dirk	Khukuri	Rondel
Ornamented Blades	-	-	Joyneuse, Mage Masher	Fleuret	Stinger
Forgotten Firearms	Rocket Punch	Dromaeo, Guang Cannon	Brevis, Massive Bazooka	Ligatur, Diklum, Supernal Ray	Omnis Cannon
Iron Armor	-	-	-	Iron Armor	Iron Helm
Whetted Axes	-	Greataxe, Francisca	Slasher, Hammerhead	roadaxe	-
Battle-tested Bracers	Bone Armlets	Gauntlets	Bracers	-	-
Soot-stained Shields	Reverie Shield	Sword of the Four	Chocobo Shield	Aegis Shield	Round Shield
Ornamented Spears	Dragon Whisker	Trident	Kain's Lance	Partisan	Javelin
Shattered Claws	-	Cat Claws	-	Dream Claws	-
Unyielding Strength	Adamant Armor	Adamant Blade	-	Adamant Vest	-
Battle Gear	-	-	-	Battle Bamboo	Battle Boots

CATEGORY	A	B	C	D	E
Grime-stained Gloves	Gleiburst	Magick Hands	Kaiser Knuckles	Poison Knuckles	Metal Knuckles
Heavy Swords	Estrella	Rhaphaia	Beastword, Claymore	Stribog, El-Cid	Falchion, Predator
Power Within	Judicer's Coat	-	Colichemarde	-	-
Blood-red Gem	-	-	Ruby Earring	-	-
Vermillion Vestments	Red Ayvuir	Red Robe	Red Shoes	-	-
Arms of the Icelord	-	-	Chill Rod	Flurry Robe	Sleet Rod
Mirrored Gear	-	Mirage Vest	Mirror Mail	Épée-prisme	-
Voice of the Wind	Windsong Rapier	-	Gale Sword	Air Blade, Djinn Flyssa	Windslash Bow
Work of the Master	-	Masamune	-	-	-
Crystal Gear	Materia Blade	Materia Armor	-	-	-
Black-stained Armor	-	Dragon Mail	Carabineer Mail	Platemail	-
Solid Hammers	-	Mjolnir	Sledgehammer	War Hammer	Iron Hammer
Sage's Bequest	Sage's Robe	Staff of the Magi	Sage Crosier	-	-
Mystic Arms	Angel Ring	-	Staff of Blessings	-	-
Fencing Foils	Femme Fatale	Madu	Gupti Aga	Flamberge	Estoc
Uncommon Poles	-	Ivory Pole, Eight-fluted Pole	Eszram Baton, Gokuu Pole	Zephyr Pole, Iron Pole	Cypress Pole, Sanjiegun
Swords of Destruction	-	-	Luobreaker	Swordbreaker	Hardedge
Heavy Bows	Max's Oathbow	Gastrophetes	Master Bow	Twin Bow	-
Greatswords	Master Sword	Vigilante	Zweihander, Ogrenix	Dagniohm, Ancient Sword	Barang, Xankbras
Ill-tuned Instruments	-	Frigid Viol	-	Glass Bell, War Trumpet	Demon Bell
Grab Bag	-	Perseus Bow	Satyr Flute, Fanatic	Kwigon Blade, Oblige	Conch Shell, Tonfo
Stealth Set	-	Brigand's Gloves, Ninja Tabi	Ninja Garb, Black Gear	-	Jackknife
Exotic Armor	Genji Armor	Genji Shield	Genji Gloves, Genji Helm	-	-
Dog-eared Cards	Joker	Two of Clubs, Six of Diamonds	Queen of Clubs, Jack of Diamonds, Ace of Spades, King of Hearts	Eight of Hearts	Four of Spades
Trendy Clothes	Brint Frack, Galmia Frack	-	-	-	-
Bauble	-	Scarab Charm	-	-	-
Black Vestments	-	Black Hat	Black Robe	-	-
Bulky Robes	Lordly Robe	Luminous Robe	-	Chameleon Robe	Silken Robe
Faded Caps	-	Tiara	Thief's Cap	Wizard's Hat	Circlet
Roadworn Boots	Gaius Caligae	Germias Boots	Sprint Shoes	Spiked Boots	-
Feathered Boots	Galmia Shoes	-	Feathered Boots	-	-
Threadbare Clothes	Ever Robe	-	-	-	-
Ounce of Prevention	-	Orb of Minwu	-	-	-
Cursed Armor	Ensanguined Shield	Reaper's Robe	-	-	-
White Vestments	Last Letter	White Hat	White Robe	-	-
Faerie Set	Faerie Shoes	Faerie Harp	-	-	-
Magicked Protectives	-	Magick Robe	Magick Ring	-	Magus Robe
Battle-hardened Staves	Cheer Staff	-	-	-	-
Malodorous Bow	Malbow	-	-	-	-
Moldy Tomes	Edaraya Scriptures	Tome of Ending	Enavia Chronicles, Veil of Wiyu	Urutan Annals, The Amath Glyphs	Battle Folio, Mage Manual
Maelstrom's Might	-	-	Nika Bow	-	Judicer's Staff
Hair Adornments	-	Barette	Cachusha	-	-
Ornamented Bows	Crescent Bow	Yoichi Bow, Target Bow	Nail Bow	Thorn Bow	Longbow, Carbon Bow
Hallowed Arms	Zeus Mace	-	Life Crosier	Healing Staff, Cleansing Staff	-
Cracked Staves	Nirvana	Pomogranate Staff	Serpent Staff	-	-
Strength of Earth	-	Arbalet	Gaia Gear	Terre Rod	Huntsman's Bow
Greatbows	Seventh Heaven	-	Marduk	Hunting Bow, Elfin Bow	Cranequin

FINAL FANTASY TACTICS *A*₂

Grimoire of the Rift™

Official Strategy Guide

Written by Jennifer Sims, Kenny Sims, and Adam Deats, with contributions from Elizabeth Ellis

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Luso's summer vacation is just about to start when the teacher tells him to go and clean the school library. While cleaning, he finds a magical book that transports him to the world of Ivalice! Now, it is up to you to help Luso and his new friends as they search for treasure, encounter adventure, and find a way for Luso to get back home.

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